

OVER 120 DREAMCAST GAMES RATED INSIDE!

Official  Magazine

Issue 8: November 2000

Dreamcast

MULTIPLAYER!

HALF-LIFE
EXCLUSIVE!

JET GRIND
RADIO!

EXCLUSIVE
DEMO!

MASSIVE
REVIEW SPECIAL!

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SEGA GT > RUSH 2049

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SHENMUE

Greatest game ever? Exclusive Review!

光 速度 危険 死



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Tokyo Xtreme is meant as a simulation only. The models shown are not actual criminal suspects.

Sega Dreamcast.

彼らは夜、狩をする悪魔。
我々の未来に対する過去からの声。
残忍で無謀で疲労を知らない者。
弱者を探し出しアスファルトの上で饅頭を開く、
それはコンクリートのジャングルに生息する飢えた狼。

彼らの生は意味を持たず、尊敬する者は自分のみ。
その血はオイルとガソリンで出来ている。
個性も名前も持たない機械は、その道を穢れ無き者の血で汚す。
彼らがその目に宿る炎を解き放つ時、
ゴムとグリースとアドレナリンは肉のように燃え上がるだろう。

彼らは戦闘の場である暗い、影の艦の中に棲んでいる。
過去に消された戦争の魂を持つ、忘れ去られた子供達。
その生は誰にも縛られない一法にさえも。
何者にも屈せず、強暴で、あなたのすぐ横にいる存在。
彼らの名は、Tokyo Xtreme Racers。

Tokyo **Xtreme Racer**₂



危険.死.

この脅迫者達は自分達を ultra-super cool だと信じて疑わない。彼らはその持てる力の限りを尽くし闘う。Emperor of the Streets の名を手に入れる為に。



悪魔達は over 100 miles of highway 上で
他の安全も省みずにレースをする。

Hundreds of opponents から逃れる事は
不可能だ。何故なら彼らもまた strong
connection を持っているからだ。



速度

路上にたむろする
流浪の一団は名誉ある
シンボルを create and
edit logos する。彼らの
忠誠心はこのシンボル
しか share しない。



刑期3—5年 服役中

EXCLUSIVE!

みんな聞いて聞いて！この文章はね
キョーコが訛したんだって。
ありがと！

STYLE XTREME

ライアンがこの広告を作ったんだよ。
モデルはユミが見つけたんだって。
モデルさんいい味出しています！

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2000

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52

SHENMUE

42



34

FEATURES

STUFF THAT'S GOOD FOR YOU—AND YOU LOVE IT! WE PROVE MOM RIGHT

>SHENMUE 52

We finally got our mitts on the final US version of Yu Suzuki's masterpiece—so you finally get the complete lowdown in an exclusive US review!

>HALF-LIFE 42

Evan Shannon braves the dusty plains of Plano, Texas to bring you **ODCM's** exclusive in-depth look at one of the sweetest and most anticipated shooters on DCI.

>ILLBLEED 34

Short skirts, chainsaws and random acts of terror for your gaming enjoyment!

>DCDIRECT 16

NEWS, PREVIEWS AND GOSSIP
Everything you ever wanted to know about the latest developments in the world of Dreamcast but were afraid to ask about. This month: *Planet Harrier* revealed!

COMING SOON

TOMORROW'S GOOD MEDICINE IN TODAY'S EASY-TO-SWALLOW CAPLET

SKIES OF ARCADIA 66

Could this be the epic Sega RPG to beat *Panzer Dragoon Saga*? We're taking bets.

DARK ANGEL 72

Metro3D's gothic gal gets medieval on assorted heathens

PICASSIO 74

Art lovin' cat burglers get the DC treatment; burgled cats are deburgled

URBAN CHAOS 74

Pretty cops with fine rides... nuff said

EXTREME SPORTS 76

Mmm...pentathlon goodness...in the air; on the ground... (in a box; with a fox.)

STARLANCER 76

Now Crane got its online groove back

JET CRIM RADIO 78

A first look at new, exclusive US levels

ARCATERA 79

The thrills, the chills, the pointing, the clicking! It's an adventure gamey high

SEGA MARINE FISHING 80

Sega dares to ask the big question: Does my bass look big in this?

DEPARTMENTS

>DC-ROM 8

Wandering why this magazine costs \$7.99? Well, we'd like to say it's because we're packed with at least 22 chocs of DC informational goodness... or cookie-cutter story, but that's just a little dream. Value is shaped like a packin' demo disc...

>D-MAIL 10

Your feedback, our food for thought: Two great tastes that taste great together. They exist on these pages forever entwined. Uh, and then there we print some letters.

>DC-NATION 60

The Internet...a vast, endless landscape of crap. And some good stuff. Want to stake your own claim in the land frontier? Pack your Dreamcast, your dream and a full cartier, and we'll guide you through the backlands of Web design. Pilgrim.

>ENDZONE 127

Where will you be next month? Right here, clutching a new issue of **ODCM!** (*The Plan:* We came out MONTHLY through February. The Rest: We don't sleep until February. It's like reverse hibernation.) Stay tuned...

"F355 CHALLENGE LEADS THE RACE

FOR THE [MOST] REALISTIC DRIVING SIMULATION EVER... TRULY SOME GIFT FROM THE GODS"

-GAMERS' REPUBLIC

"THIS IS CERTAINLY ONE OF THE MOST INCREDIBLE-LOOKING RACING GAMES EVER SEEN"

-OFFICIAL DREAMCAST MAGAZINE

"VISUALLY, THIS IS NOTHING SHORT OF AMAZING"

-DREAMCAST MAGAZINE

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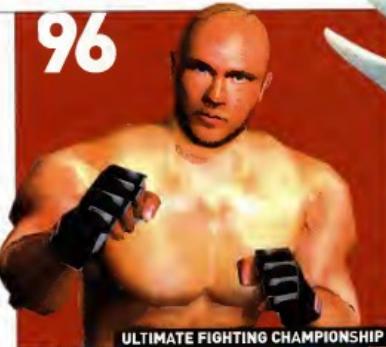
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Dreamcast



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ULTIMATE FIGHTING CHAMPIONSHIP



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CANNON SPIKE

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RUSH 2049

>TESTZONE 96

'TASTES GREAT' OR 'LESS FILLING'?
BOTTOM LINES FROM TOP EDITORSULTIMATE FIGHTING
CHAMPIONSHIP 96

All this—and Bruce Buffer, too!

SYDNEY 2K 100

'Button mashing: Good or Bad?' Discuss.

VIRTUA ATHLETE 100

If it were a stepchild, it'd have red hair

TOY STORY 2 102

Buzz hits DC. DC keeps snoring...

WWF ROYAL RUMBLE 102

'Good wrestling game' or caymmorion?

ECCO THE DOLPHIN:
DEFENDER OF THE FUTURE 104

[Insert mammal vs. fish joke here]

RAILROAD TYCOON II 105

GOD's slim rated. Monopoly not included

GUNBIRD 2 106

This bird packs heat and poops to kill

SF RUSH 2049 106

Does it do the Rush license justice?

WORLD SERIES
BASEBALL 2K1 108

One word: Sob. And another: Sniffle.

AEROWINGS 2 110

Up in the air, Junior Birdman!

SEGA GT 116



>HOWTO 122

MORE CODES THAN YOU CAN SHAKE A GAMESHARK AT!

IT'S CODE-TACULAR!

Button-pressing, eye-popping, cheat-provoking info on all the latest games for Dreamcast:

Legacy Of Kain: Soul Reaver, Re-Volt, Dr. Doronics: Cult Of The Wurm, Super Magnetic Neo, Flag To Flag, MOK 2, Grand Theft Auto 2, Wild Metal, NBA Showtime: NBA On NBC



D2 118

Sizzler Notes



I RAN INTO SEGA'S THEN-VP of product development, Eric Hammond, at a party a few years ago. I was giving him a tough time about the as-yet-unreleased Dreamcast (I think we were actually calling it 'Katana' at that point). Every time I brought up a new point—Sega had alienated retailers, Sega had alienated third parties, why wasn't Sega using 3Dfx hardware instead of PowerVR?—he would just look at me and smile. Finally, he said, "Chris, I was worried about the same stuff. But I just got back from Japan, and I swear none of that matters now. Yu Suzuki's working on something that's going to change the world." Change the world? It wouldn't be the long-rumored Virtua Fighter RPG would it? He just laughed and said "You'll see."

I was wrong and Eric was right. Thanks to any number of brilliant moves by Sega, retailers love the Dreamcast, the hardware is fantastic, and third party support has been huge. Oh, and Yu Suzuki's project? It is going to change the world.

Forget everything you've heard about Shenmue. Forget about the Japanese walkthroughs, the review in Famitsu, everything. Just turn to page 52 and check out what Fran has to say about the game. Then go buy the damn thing—it may well be the most profound videogaming experience you'll ever have.

Our other big story this month (in addition to the usual pack of reviews and previews) is *Half-Life*. Will it have online play? No. And, What does the hell does that mean? Get the final answer in our EXCLUSIVE inside story about all the DC extras, beginning on page 42.

And when you're done with all of that texture goodness, don't forget to check out the disc this month. The Jet Grind demo is amazing! Anyway, see you next month...in the first of our two special winter issues.

Later,
Chris

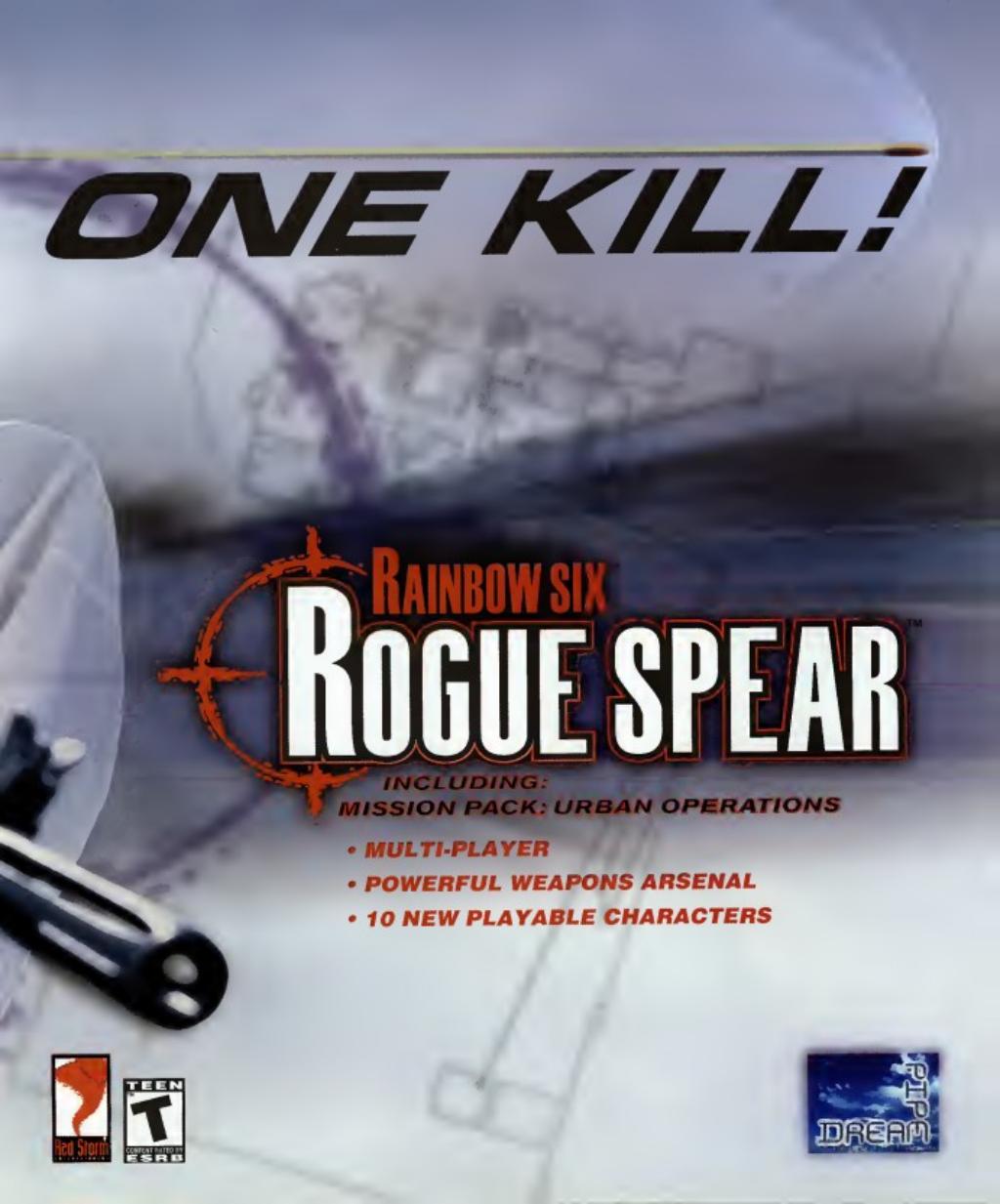
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ONE SHOT



Dreamcast™

ONE KILL!



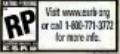
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woven together by fate, each shall rise
to face their destiny.



Dreamcast



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"The level of detail paid to every single moment, circumstance and environment is overwhelming."

Official Dreamcast Magazine

"...undeniably the prettiest role-playing game ever to grace a console."

www.dailyradar.com

"...this will indeed be the first epic RPG on Dreamcast."

www.ign.com

"Grandia II is easily the most impressive next-generation RPG we've seen, and the first true RPG epic for a next-generation console."

www.thegia.com

"Take a new look at what is surely the best-looking RPG yet on a next-generation console..."

Gamer's Republic Online

"...set to give sub-par developers a lesson in how to do a DC RPG right."

GameFan Magazine

"Any RPG fan would be insane to miss out on this fantastic gameplay experience and it could go far in converting those who previously rode the RPG fence."

GamerWeb.com

"If you want your copy of Grandia 2 this holiday season, don't expect Santa's little elves to make you a special copy, pre-order it now or you may not get it until late January."

www.GA-Console.com

Critically acclaimed and over 2 years
in the making, *Grandia™ II*
arrives December 2000.



GRANDIA
II

Only on Dreamcast™



DISC-O-LICIOUS

YES, DEAR READER, THIS IS ONE of our proudest moments here at DCROM. We were able to snag Sega of America's exclusive *Shenmue* movie on this month's DCROM demo disc for your viewing pleasure!

So—witness firsthand the glory that is Ryo Hazuki and his world, and then flip open the mag and enjoy our in-depth, six-page review of the game. It's so good, that we were considering retitling this section DC Top Romen! to suit the flavor of Yu Suzuki's brilliant adventure gaming masterpiece...but, thankfully we didn't.

This issue's lovely *Shenmue* demo is garnished with a taste of yet another upcoming virtual coup, in the guise of *Jet Grind Radio*. Now, sprinkle some *Ecco*, a little *Gauntlet Legends*, a pinch of *Demolition Racer*, and—what's that exotic scent? It must be *Hoyle Casino*—into the mix, and you've got a gamer's breakfast, lunch and dinner!

Gambling, warping (virtual) destruction of property, cool kids running amok with combustible objects in their pockets, and a suspiciously intelligent mammal swimming the waterways. What more could you ask for? For us to shut up so you can start playing? Oh, okay. Shh.

JET GRIND RADIO PUBLISHER SEGA RELEASE DATE LATE OCTOBER PLAYERS 1

One of DCROM's most anticipated games of the year is getting ever closer to release—and we're making sure that you see it first! Spray the town red as Bear, the boy with plans to rule Shibusawa-cho. If you're not fast enough to get to the finish, you'll have to get Gum and Tso to join your crew. Then it's onto Shibuya-cho for a run through the city streets to blade, blad and evade the police within the time limits. Read our extensive preview of JGR on page 78 in this issue's Coming Soon section!

Stick Move/Paint: N/A
D-Pad: N/A
Jump: N/A

N/A
N/A
N/A

Joystick: N/A
D-Pad: N/A
Speed Up/Dash: N/A

N/A
N/A
N/A

SHENMUE (MOVIE) PUBLISHER SEGA RELEASE DATE NOVEMBER PLAYERS 1/4

Simply one of the most beautiful and ambitious adventure games to date, Yu Suzuki's masterpiece is just a month away and we've got the movie to prove it. Not only will you get a taste of the NEW localized dialog spoken by NEW voice actors, but you'll have ringside seat for the debut of NEW scenarios further into the game. And after you've watched the movie, you can check out our exclusive US review of the game! Need we say that it scored in the double digits? Top: Buy, buy, buy!

Stick: N/A
D-Pad: N/A
Jump: N/A

N/A
N/A
N/A

Joystick: N/A
D-Pad: N/A
Speed Up/Dash: N/A

N/A
N/A
N/A

GAUNTLET LEGENDS PUBLISHER MIDWAY RELEASE DATE OUT NOW PLAYERS 1-4

Midway's arcade translation of the multiplayer hack 'n' slash *Gauntlet* is up for a little sparring with your golden retriever. You can team up to three of your buddies can join in on the fun, traversing a series of gauntlet levels as any of the available characters, with abilities that range from magic to good ol' swordplay. When you enter the game and select a character, then you're free to enter through the red door and start your journey.

Stick: Move
D-Pad: Move
Attack

Turbo/Block
Use Potion
N/A

Joystick: N/A
D-Pad: N/A
Speed Up/Dash: N/A

N/A
N/A
N/A

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE PUBLISHER SEGA RELEASE OUT NOW PLAYERS 1

As one of the most graphically impressive titles to date on DC, you'll finally get a chance to swim the sea on the first level of *Ecco the Dolphin*. Cruise around and check out your new world. Tell the dolphins swimming near the open ocean and you'll trigger an event nearby. Then it's up to you to find the baby whale that's gone missing from its mother—before it's too late! For the whale, that is. Solve the puzzle and you'll find that this is one adventure game that doesn't take the easy way out.

Stick: Steer
D-Pad: Cycle Menus
Swim

Charge
Surf
N/A

Joystick: Roll Left/Camera Left
Roll Right/Camera Right



HOYLE CASINO PUBLISHER SEGA RELEASE DATE FALL PLAYERS 1

Looking for a little jet set gambling to go with your Jet Grinding? Look no further than Sierra's bid at the casino crown with *Hoyle Casino*. This demo will deal you a few hands from a too-cool deck and loan you tokens to play with, letting you with Blackjack and slots. You'll be able to wheel and deal as one of five different characters. Whether you're betting to 21 or gambling on a lucky spin at the slots, this may just be the game to take home to your folks at Christmas.

Stick: N/A
D-Pad: Cycle Menus
Place Bet/Accept

N/A
N/A
Bet Window/Insert Money

N/A
N/A
N/A

DEMOLITION RACER: NO EXIT PUBLISHER MIDWAY RELEASE DATE FALL PLAYERS 1

An ode to the destruction desires of yore, *Demolition Racer* is your chance to destroy as many cars as you can while racing to the finish line! Fans of the game will relish in the joys of spinning around a demo track in a three-car race to the finish. You'll receive points for doing unto others as they would do unto you, so you're not only responsible for placing in a good position at the finish line, but also for amassing enough points to score high. Collect goodies along the way to help you out.

Stick: Steer
D-Pad: N/A
Hand Brake

Turbo
Rear View
Change View

Brake
Accelerate

WEB BROWSER 2.0 W/ SEGANET

As one of the standard features on the DCROM demo disc, PlanetWeb's browser 2.0 will soon be the main surfing tool used by DC owners with the launch of SegNet and the release of the first wave of online-compatible titles. If you've never tried out the browser before, get going! Once you run into any problems with using the browser, drop the folks over at PlanetWeb with an email at: support@planetweb.com. Or check out their website at www.planetweb.com and read DC Nation (pg. 60).

Stick: Move Cursor
D-Pad: Move Cursor
Select

Bookmarks
N/A
Magnify

Scroll Down
Scroll Up
START: Command Cluster

HAVING TROUBLE?

CAN'T SEEM TO GET YOUR DISC TO RUN? Demo discs pattered from your plastic-wrapped mag? Demo disc scratches chipped in twain by the cruel gods of postal fate? Then let us know! Email us now before you damage your disc with a soft, lint-free tissue from inside to outer edge in a straight line, all the while keeping the disc and checking if it will run again—and repeating twice more, if necessary! By emailing dischelp@imaginemedia.com. YOU MUST include your name, address and subscription information (it's on your mailing label) within the body of the email. Also include the problems you are having with your disc, and we'll be happy to send you a replacement!

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With the power of the Force and your trusty Jedi lightsaber, you must deflect, defeat and destroy legions of Trade Federation droids, Sith assassins, alien creatures—and ultimately, Darth Maul himself!

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NEW FOR SEGA DREAMCAST™



Animated Violence

DreamcastTM

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Team ODCM

WELL, WE NEARLY KILLED ourselves with last issue. Good news: we're still around to stick the word "nearly" in the previous sentence, despite a last-minute, 56-hour work marathon (featuring toothbrushes, Yasmine and sushi courtesy of Frank and pizza and tiramisu donated by Chris). Better news: the issue was so great they're making us do two extra issues this winter. Raises have not been mentioned, and none of our comrades at the other (monthly) mags have a bit of sympathy. Go figure.



CHRIS CHARLES

Editor-in-Chief

Chris is kind like the dethroned king of an old Victorian民主國: There's a lot of cash cap in there. Books can be found on his bookshelf: *Prisoners of War*, *The Adventure Game*, *PASCAL*, *Memory on Hold*, *The Future of Narrative as Cyberpunk*. Chunks: A Barbecue; and *The YI*. More on 3D Inter-

DAN FITZPATRICK

Art Director

Dan used to be a welder at a railroad car factory. Now he's his signature art: 3D welding gun. While that obviously looks pretty cool, Dan now says that smoking isn't cool. Remember that, kids. Actually, we don't care about smoking. Now we work on mag. Plus ladies love designers.

DINA FAYER

Managing Editor

Courtesy of Dina, Mistress of the Dark, the first 105 digits of π :
3.14159265358979323846264
338327946409383279502884197
530985862803482321706
789214 (Who sold our mag? wasn't educational!?) Next month: Arc Timpani. Dina claims she's dig Z.

PRISCILLA REYES

Senior Editor

She's from Ferguson, the standard repository of all knowing answers, is now available in two user-friendly editions—*Fran Volume I* (A/L) and *Fran Volume II* (A/L). Both are very nice, though sold separately. Watch our late-releasement for complete order information! (Everyone digs Fran.)

DAVE CORDON

Associate Art Director

Smart, funny, loves nature, art, reading, and keeps his pants and ready TV. Seeks sexy, smart, energetic, incredibly weakish, female super-model, 18-22, under 125 lbs., to explore nature, physical fitness, and the like. Please. Let's walk the runways together. Send pictures and blank records.

EVAN SHAMRON

Associate Editor

Evan got promoted! Gasp! His '9s hip with the kids nowadays' choice of ultra-buzzy dungeons, despite being the most uncool person in the room. He's also a fan of capital letters, despite his distaste for eighties pop music and 'Ramp-yupses,' despite his Zen (read: nonexistent) work ethic; clearly, somebody digs Evan.

LETTER OF THE MONTH

Shiver Me Timbers! Pirates!

Now that Dreamcast piracy is in full swing (meaning that it's highly probable that people are already making money off of it), what's your take on this controversial subject? Obviously, it's ethically wrong to copy games as you're cheating the hard-working developers out of their rightfully owned properties, so there's no question that pirating, in general, is bad.

However, it does seem to be a few people out there who think this could help Sega sell some systems. What's your take on this and what's your advice to Sega to prevent it from further damaging the Dreamcast community?

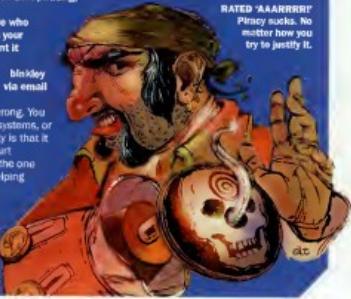
Super Go Go Rig Burny Shooter: Side Story MCMMX, Part 419. And no one wants to see that, right? Thanks for the letter, binkley. It helps us get the word out.

RATED "AAARRRR!"

Friendly looks. No water how you try to penalty it.

Blackley
via email

You got it right the first time, Blackley. Pirating is wrong. You can try to kid yourself that it will help Sega sell more systems, or work out some other stupid justification, but the reality is that it will hurt the third parties, hurt Sega, and ultimately hurt Dreamcast's chances for long-term success. If you're the one copying the disc or buying the "backup," you're not helping anyone. You're helping the developer, the game thief who might be getting more money in the short term, but who's helping to ensure that in the long term there will either be less games overall, or at least less variety in games—developers faced with reduced sales due to piracy need to focus on sure things, and can't afford to take risks on innovating. So, to sum things up: Pirating = a future of iterations like



Slip A Gear

I was reading an older issue about a few months ago and read that a sequel to Guilty Gear was being released for Dreamcast. Now, Guilty Gear for PlayStation was the best fighting game I have ever owned, and I was wondering if you can give me any info on the new game (i.e. websites, mailorder for import, etc.).

Josh Knowles
knowles@pcfl.net



Good news, Josh! Guilty Gear X is alive and very well, thanks for asking. It's just recently gone on test in the arcades across Japan and things are looking very, very hopeful in regards to a Dreamcast port (well that NAMCO!) following very shortly. For the moment on the game itself, we've included it in our Arcade feature, so check that out to see it to believe it—look no further than the official website for it at www.guiltygearx.com, hosted by the developer, Summy. When you get there, just click on the banner for "English" to read more about it.

Plastic Covers Included



"I figured you and the other loyal Dreamcast junkies would love to see this," writes Jim Mcintosh of Phoenix, who took this photo of Seaman's Furniture while on vacation. (That's right, the Lizard King is alive and well, and he reads our mag!)

Phanmail

YOU GUYS ROCK! I used to read EGM and GamesPro all the time, but now ODCM is the only mag I read. But I have some questions.

- I heard somewhere that Japanese mangas were Japanese cartoons, and anime were comics...then somewhere else I heard the opposite. Which one is true?
- Is there going to be a Dark Force in Phantasy Star Online?
- Is Wren going to be in PSO? He is my favorite character!
- I haven't found it in a store yet, so I need to know if the Nexus 4MB memory card has the LCD screen on it.
- Did Simon really leave?

Will SegNet only work with AT&T Worldnet, or will they get it to work with Juno or AOL or anything else?

Reader
Via email

Opps! We lost your name and addy, dear reader...but you probably know who you are, so here are your answers:

- Manga refers to print series, like comic strips or graphic novels while anime refers to animated movies (got it? NAMCO is animated. See how that works?), television series or OAVs (Original Animated Videos).
- Much as we hate to admit it, what we know about PSO could fit in Yuji Naka's big toe. Some Team and Sega aren't being incredibly forthcoming with specifics regarding the game, but we're pretty sure that most of the PS lone will be intact including possible starring roles for the big baddie, Dark Force/Dark Falz.
- Ah, good ol' Wren...we love that hunk o' metal and his Burst Rocket skills. But like the answer to the above question, we don't know if any of the characters from the rest of the series will be making appearances. Yuji Naka seems to be saying "no" in most of his answers and interviews with the press, but he hasn't been confirmed. We kind of doubt it, ourselves, simply because the platform for online RPGs tends to be very different from most console RPGs, but nothing's set in stone—so stay tuned.
- No, only one of the third party VMUs contains a LCD screen like Sega's and it's not the Nexus 4MB card.
- The disturbing truth: After issue #6, Simon was bound, gagged and chained to the leg of Dan's desk, where he remains to this day surviving on pizza crusts, fish heads and

A long time ago in a galaxy far, far away...

TOTAL CARNAGE!



From the
creators of
Vigilante 8™
and
Vigilante 8: 2nd Offense™



STAR WARS *DEMOLITION*

The Carnage Begins November 2000



Animated Violence

demolition.lucasarts.com starwars.com

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Former Editor-in-Chief Simon Cox:
bloody but unbowed.

"Iea." Occasionally, Dina whips him with an old SCSI cable.

6. SegaNET will work with most other ISPs, but no official list of compatible ISPs has been given out by Sega.com. Basically, SegaNET will offer ISP services, but will not be the sole provider either. If you're latency and ping time will be affected, but you'll still be able to connect and play. Your latency and ping time will then be matched up with similar players to make sure you don't suffer from lag against those with low latency connections.

» Net Work

I am seriously considering signing up with SegaNET when it launches, but I have a few concerns that I can't seem to find answers to.

First off, I know that it is planned to add Sega, but I also have pre-purchased a PlayStation 2 (not to mention Dreamcast). Once again I love my Dreamcast, but I am a serious gamer who loves all platforms. So when Sega goes online, will I be able to play their online games and use their online features with SegaNET as my ISP? And will I still be able to use my PC to connect to and browse the Internet with SegaNET as my ISP? And can I still connect to use the Internet with other hardware (PC, PS2, Dolphin, etc.) via SegaNET as my ISP? Oh—and can we sign up for SegaNET now, or do we have to wait until September?

Jason Gibson
weapons-x@mindspring.com

Hmm...tough questions, Jason. Theoretically, you should be able to surf the Web via SegaNET with a PS2, but this is entirely dependent on Sega's Internet plan, which is vague. And don't forget that the PS2 will be broadband only, which means that you'll be surfing along at 56K. As to whether you can use a PC with your SegaNET account, this is perfectly kosher. Sega.com plans to insipre some sort of tech-savvy utopian online universe in which PC, Mac and Gamecarts will be able to play each other across the network using SegaNET and its sister-server, Heat.net. The only sticking point happens when you bring in other consoles, like the Xbox. The outcome of those battles will depend on how these companies handle their internet strategies. We'll bring you more info as we get it. Jason

» Stick It

I've recently purchased Virtua Fighter on Dreamcast Tengram. I'm finding that—
as Evan Shannon put it—the "Bigran-Sumo's diaper sized robot" are impossible to control, so I am thinking
about getting some Twin sticks. Any help
would be greatly appreciated.

Michael
DakotaUY@aol.com

None, but try this: Order a Total Control Saturn-to-DC adapter through Level Six or Buy It (www.level-six.com or www.buyitlive.com) for around \$22.99, then order the Saturn Twin Sticks (US version) from www.sega-parts.com for around \$49. Voila! Twin sticks.

» Four on the Floor

In your July issue, you had an interview with Yuki Naka. In it, he said that Phantasy Star Online will support four people simultaneously. Four people at once? That's it? Well, that is an improvement from NO online support...but still. When I first heard about this game I thought it was going to be like Ultima Online or Asheron's Call, with thousands of people playing together in the same world. Now, I may be wrong on all of this—could you clear it up for me?

WJD Dawson
will@worldbox.com



It just couldn't be an interview with the game creator Yuki Naka. This month, we're getting it out of the way early.

» ODCM vs. Marvel vs. Capcom

I absolutely LOVE your mag. It's absolutely my favorite! There's just one little thing that bothers me. Let me start off by telling you the story:

I was at my way to the mall and stopped by a video game store. I was planning on playing the Dreamcast that they had set up in the store. When I arrived, the Dreamcast was...gone! Was...broken!

"Huh?" said the clerk. "We let Regal Cinemas borrow it for advertising of the new X-Men movie. We had Marvel vs. Captain 2 put in the machine."

"You mean it's already come out?" I asked.

"Yup," he replied. "We got in a few copies and sold out in a matter of minutes."

I was DEVASTATED! I had my heart set on playing that six-player game against people 3000 miles away, I sighed in despair. The next day I went to my local Wal-Mart's electronics section, and nearly fainted at the game I saw in the glass protector where the games are held: Marvel vs. Capcom 2. I bought it, and when I got home, I popped that sucker in. Here's the part I'm probably easier, you know, when I said that there was something about your great mag that bothered me? There was **NO ONLINE MULTIPLAYER** MODE! ODCM Issue #03 said that it was online compatible! It's NOT! Why did you say that it is? Was it a joke, or were you misinformed?

sholl-poly@worldnet.att.net

While we normally take full responsibility for our mistakes, we're going to give the blame to Capcom this time around. The official word is that ODCM would be a multiplatformer, and that it would be released in September. More weeks after we were given this information, the final game showed up in the mail. To be honest, we're not really complaining—the game still rocks.

» Oops! We've Done It Again

Our apologies to Kelly Cooper, the Real American Uta. In Issue #7's "Cosmic Things" news brief, she was mis-named "Kelly Preston." Doh! Guns don't kill magazines: sleep deprivation kills magazines.



» WRITE ON!

Got a gripe? Got a question? Got milk? Then get writing and send your life stories, inspirational poems, or moody, artistic rants in to us. We love to hear from people with these strange things called "lives." Explain it to us in simple, one-syllable phrases and we may begin to understand. Snail mail goes to: ODCM, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. All electronics go to: dmag@imaginemedia.com. Your help is much appreciated.

NGPC: HOW WILL WE MISS THEE? Let us count the ways...

TITLE

TITLE	TYPE
Sonic Adventure	Platform
Card Fighter's Clash	Card
SNK Gal Fighter	Fighting
SNK Vs. Capcom	Fighting
King of Fighters: R-2	Fighting
Dark Arms	RPG
Fasele!	Action
Metal Slug: 1st Mission	Shooter
Neo Cherry Master	Casino
Bio-Motor Untron	RPG
Bust-A-Move Pocket	Puzzle
Dive Alert: Matt's Version	Action
Dive Alert: Becky's Version	Action
Crush Roller	Puzzle
Baseball Stars	Sports
Puyo Pop	Puzzle
Puzzle Link	Puzzle
Pac-Man	Arcade
Neo Turf Masters	Sports
Shanghai Mini	Puzzle
Puzzle Link 2	Puzzle
Fatal Fury: First Contact	Fighting
Neo 21	Casino
Neo Mystery Bonus	Casino
Neo Dragon's Wild	Casino
Samurai Showdown 2	Fighting



» NGPC, R.I.P.

Why is the NeoGeo Pocket Color being taken off the shelves? Take a look at the graphics (and the system, itself), then take a listen to the sound effects and music! And it hooks up with Dreamcast! Or do you see any other handheld with these capabilities? Sonic is at his best in his NGPC adventures! So why do people buy Gameboy Color instead? Is it because they didn't advertise NGPC enough? Please, fill me in!

Steve Oleeon
romace777@webtv.net

Like you, Steve, we were puzzled by SNK's decision to pull out entirely from the US market, but it seems that SNK's parent company, Aruze, made the decision to pull the plug. Most handhards are finding the competition from Nintendo's Game Boy and Game Boy Color is a bit stiff (granted that there are, like, 100 million of them out there in homes across the world). Let's just hope that Capcom Japan keeps the NeoGeo/SNK love going as the company has just absorbed BO3 ex-SNK workers and formed a new little division for 2D games. Most otaku wouldn't be able to face a year without their dose of some bouncy Mai fighting action.

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DROP TO 22ND POSITION.

11:40 pm - WHEELS CHANGED.
17th POSITION.

2:18 am - SPUN INTO
GUARD RAIL.
15th POSITION.

4:00 am - TWELVE HOURS DOWN
AND TWELVE TO GO.
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a Shot in the Arm

New Space Harrier Sequel is Good Medicine

Sega's still got a few more old-school tricks up its sleeve.

After a 15-year absence, this November will mark the release of the sequel to what is one of the most well-known and well-loved arcade games of all time: Yu Suzuki's *Space Harrier*. And judging by what we've seen so far, it should be all that and a bag of Fritos.

Much like that of its ancestor, gameplay in *Planet Harrier* is wonderfully simple: Armed to the teeth with lock-on missiles, vulcan cannons and other

BIG NURSE, one of *Planet Harrier*'s four playable characters, is out to draw some serious blood specimens. And yes, it might hurt just a bit. In a nod to the original, enemies will include bizarre dragons, crocs, and other familiar foes.



such utensils of mass destruction, players blast their way through an assortment of colorful 3D stages (there's even a lock-on system that lets you launch up to 16 missiles at once!). Killing enemies enables you to collect gold coins, which can be used to purchase equipment in order to upgrade your character during a special phase called "Shop Phase" (we asked Sega about the possibility of special "Shoe" and "QuickStop" Shop Phases, but they declined to comment).

Bonus: Two players can join together in the blasting madness.

If a second player wants to link up with a game already in progress, he must press a communication button that makes the message "Can I join your game?" appear on the first player's screen. Player one then answers by pushing buttons for yes or no. When two players are on the same screen, they can join forces via (what else?) a force field. They can then perform special moves and attacks together, and front each other some dollars at the shop if need be.

Unlike its ancestor, this game is non-linear: paths evolve with gameplay. Over the course of five stages, you'll control up to four heroes in intense, over-the-shoulder perspective action. Believe us, this game is worth a 15-year wait!

THE HARRIER finally returns. We've seen this game in motion—and let us tell you, these guys really do the game justice! Everything just blazes along, with tons of enemies on the screen and no slowdown at all. We won't be surprised if this becomes one of the finest action games of the year.



THIS MONTH

WHAT WE'RE TALKING ABOUT

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November will mark the release of the sequel to what is one of the most well-known and best-loved arcade games of all time: *Space Harrier*.



Announced: Planet Harrier
For: Arcade
By: Naomi/Amusement Vision
Specs: 2-player linkups; new lock system for shooting; non-linear structure; 5 stages
DCM QT: Good things come to those who wait (15 years!)



EXPECT SPECIAL effects aplenty in *Planet Harrier*. It appears that the game's polygonal art style is being pushed pretty hard for this one, throwing polys around at 60fps—which should provide quite the visual feast. But with the ease of portability, the game's transition to DC should be smoother than Harrison Ford in an Indiana Jones hat.

Nintendo on your DC?

is an emulator that would enable you to play NES and SNES titles on your Dreamcast under development? Nothing is sold yet, but reliable sources tell us they've seen it up and running—you'd simply need to download a ROM image of your game (containing the actual code) to your VMU from the Internet via the DC's modem. Unfortunately, the emulator is a hobbyist project, so the chances of actually being able to buy it are probably nil (especially since Nintendo is highly unlikely to grant permission). But it's still way cool.

Dreamcast Price Drop!

The best system gets even better!

IT'S OFFICIAL—SEGA IS DROPPING THE PRICE OF THE Dreamcast to \$149—effective on a date that's probably right around the time you're reading this. "The new pricing and recent launch of SegaNet makes Dreamcast an even more attractive proposition than before," Sega of America head honcho Peter Moore told us when we called him at home to ask about the new price.

He ain't kidding. With a library of more than 150 games, including such genre-destroying classics as *Virtua Tennis*, *Jet Grind Radio*, *Shenmue*, *Soul Calibur*, and *Tony Hawk* (insert favorite games we didn't mention here)—not to mention online play—Dreamcast now boasts the greatest price/performance ratio in the 30-year history of videogames... unlike certain other overpriced, undergamed consoles out there <cough><havefunwatchinggdsbs-><couugh>. *Cause the game's suck*<><couugh>.

Anyway, at this price, you can afford to pick up another Dreamcast for a friend. And more importantly, tons of new gamers will be able to pick up Dreamcasts—keeping the faith (and the system) strong heading into 2001.



What about the SegaNet deal?

AS WE REPORTED MONTHS AGO, SEGA IS PLANNING A rebate offer for folks who sign up for a predetermined length of SegaNet ISP service. The deal is still on, but it's a little different: now, you only have to sign up for 18 months of service at \$21.95/month—not 24—and the rebate is now \$150 (the new cost of the Dreamcast), not \$200. Of course, you still get a Dreamcast keyboard when you sign up. Which is way better than the lollipop you get at the doctor's office.



Still in One Piece

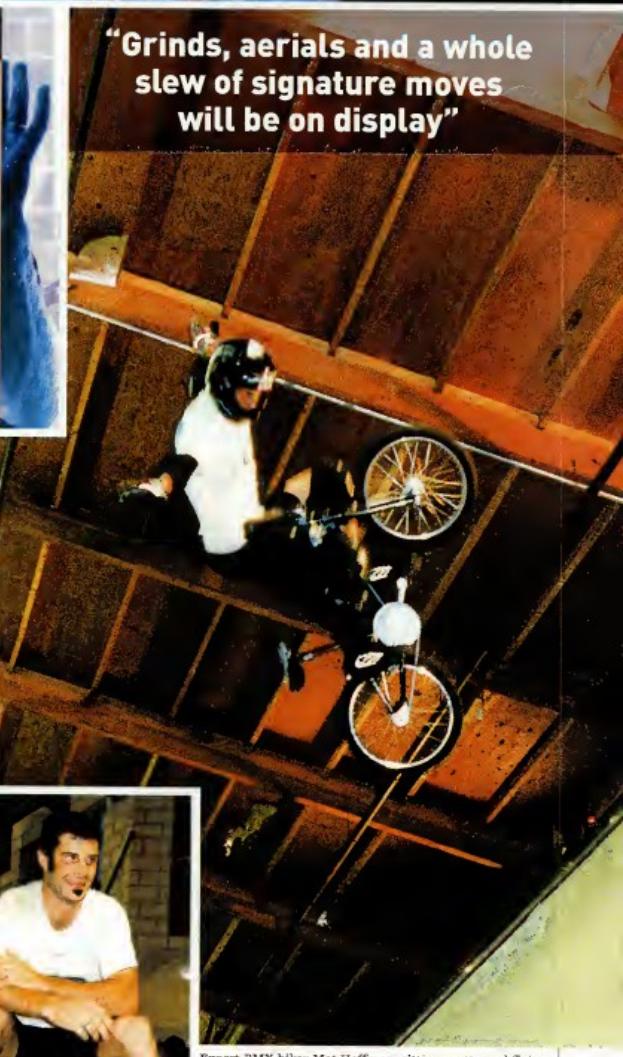
Biking legend Mat Hoffman preps his awesome new game

MAT HOFFMAN'S PRO BMX is still on track for a November release on Dreamcast, and we're significantly stoked. Under development by Neversoft, the game uses a control scheme very similar to that of Tony Hawk's Pro Skater—and we say, Not too shabby. Grinds, aerial maneuvers and a whole slew of signature moves will be on display, and environments will be full of interactive objects and real-life settings including the standard BMX flavors of dirt and street courses, along with the requisite vert ramp.

THE BIGGEST DIFFERENCE between *Pro Skater* and *Pro BMX* (aside from the number of wheels on their respective modes of transport), is in style of animation. *Tony* was created via now-standard motion capture techniques, while *Mat* will use the somewhat less traditional method of rotoscoping (in which recorded video footage is converted into digital AVIs and overlaid with mesh 3D characters). It remains to be seen how this newly-implemented technique will affect the game's look and feel, but we're very anxious to see the result—and so is competitor Z-axis, developer of *Dave Mirra*.



"Grinds, aerials and a whole slew of signature moves will be on display"



Expert BMX biker Mat Hoffman, sitting pretty and flying high at his rototilling—er—rotoscoping session.

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4. PHANTASY STAR ONLINE
5. HALF-LIFE/QUAKE 3/UNREAL T.

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1. SEGANET
2. HAWTHORPE
3. NFL 2K1
4. TONY HAWK 2
5. BLEEM!

YOU VAGUELY YEARN FOR

1. N64 2
2. DRAGONBALL Z
3. PANZER DRAGOON SAGA 2
4. STREETS OF RAGE 4
5. SHINOBII

Hot for a particular game? Hot for teacher?

Get a hot idea to put in this section of the mag?

Send it to: hotlist@dreamcastmagazine.com

TOP TEN

Best Selling Titles 8/12/00

1. WORLD SERIES BASEBALL 2K1 SEGA
2. VIRTUA TENNIS SEGA
3. MARVEL VS. CAPCOM 2 CAPCOM
4. SEAMAN SEGA
5. TONY HAWK CRAVE
6. HIDDEN & DANGEROUS TALONSOFT
7. NAMCO MUSEUM NAMCO
8. CRAZY TAXI SEGA
9. RE-VOLT ACCLAIM
10. SOUL CALIBUR NAMCO

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Blood Type X

SOJ unveils its next horror adventure epic, *Type X: Spiral Nightmare*—but details remain shrouded in mystery

YOU KNOW GAMES—AND THIS GAME knows you. *Type X: Spiral Nightmare* aims to get into your head with its new "Emotional Communication System," which makes the game's action fully, frighteningly interactive. How? The storyline is determined by your own emotional response to characters: it evolves along new pathways every time you play. Which means (especially for moody

Type X's storyline is determined by your own emotional response to characters: it evolves along new pathways every time you play

players) that *Type X* could well become the most replayable DC horror adventure to date.

AND AS IF THIS WASN'T INGENIOUS enough, developers have added a 'DNA Synthesis System' to gameplay. Defeated monsters leave their DNA behind, which can be collected and crossed with other genetic data in order to build new weapons and effects. Could be cool (could also be the top and down the other side of mind-stabbing complexity); you'll hear us boister if it hurts.

WE WISH WE KNEW who was developing *Type X*—but then, SOJ doesn't seem to know either. Hoping someone owns up soon, we're eager to learn more!

We have no idea if this game is actually going to succeed in its lofty goal, but if time—if not *Spiral*—will certainly tell.



It would be a good idea to port this game over to PC, too—especially if Sega can enable the PC and DC versions of the game to network with one another.



We love to see you Smile

Jet Grind Radio developer Smilebit impresses with yet another innovative title, the 4-player online strategy title **Hundred Swords**

Rarely has a developer established a name for itself in just a few weeks like Smilebit has. Somewhat anonymous in its days as R&D 6, when its Dreamcast hits (*Sega Rally 2*, the oddity *Typing of the Dead* and big-head cartoon sim *Let's Play as a Pro Baseball Team*) bore only a vague Sega stamp, the team is quickly becoming Japan's hottest game developer.

After Sega of Japan's recent restructuring,

arcade network, an enhanced Dreamcast version will make use of the newly-introduced LAN adapter in addition to the DC's regular modem.

Although gameplay details are vague, the prospects are promising. Players will choose between eight types of battle leaders (killer, magician, etc.) to head 100-troop units, build buildings, manage resources and—most vitally—



Producer Takayuki Kawagoe has proudly announced this game as "The first realtime network simulation game for up to four players on Dreamcast."

R&D 6 finally got itself a (real) name and, with Jet Grind Radio, released one of the finest action games you'll ever play. Not satisfied with releasing only one breakthrough title this year, however, the company's 105 employees are hard at work on *Hundred Swords*.

Producer Takayuki Kawagoe has proudly announced this game as "The first realtime network simulation game for up to four players on Dreamcast." Premiering this summer as a launch title for Sega's very own Net fiber optic

kick some serious ass.

The game's powerful 3D engine enables hundreds (we're starting to understand the name now) of blood-lusty soldiers, terrifying monsters and massive vehicles to meet head-on in realtime slash-fests and fallbacks. And from what we've seen so far, framersets don't seem to suffer in the wild polygon frenzy. Although no US release date has been announced so far, we can count on this title to hit with a bang. It'll be a perfect addition to the beauty that is *Phantasy Star Online*.



Make Me Quake 3!

"Our Richter is ready to rumble"



The long-awaited Quake 3 is *thiiiiiiiis* close to completion. In its finished form, the game will be running at least 30fps—if not 60fps—in single-player mode, and only a tad slower in split-screen and online modes. While the resolution might not rival that which you'd see on a high-end accelerated PC, the Dreamcast version's textures make the two extremely difficult to tell apart. Borrowing popular stages from the PC title (blown out with mission-pack levels and DC-exclusive arenas), the final stage count will be somewhere in the 30s. With a refurbished front-end, support for virtually every control device and broadband capability, Q3 is out to rock you to the core. Our Richter is ready to rumble.



SEPARATED AT BIRTH



Jar Jar Binks

Shemue's 'Tom'

Jar Jar Binks is to the movies what the Plague was to the Middle Ages—black death. His digital horribility proves, in fact, that the Dark Side exists and knows how to use a computer. Now, "Rastafarian" Tom in Shemue sends a similar shiver up our spines. The likeness is uncanny: same look, accent and floppy head stuff. Is Tom (like Jar Jar) from the Dark Side? If so, we're screwed—who would win in a fight, Ryo or TOTAL EVIL? Unless that tape on Kyo's face can use the Force or morph into some kind of Super-hand... .

Rising Star

Phantasy Star Online's cat is still in the bag...but we hear it purring...

SLATED FOR A 1ST QUARTER 2001 RELEASE in the US, the specifics of *Phantasy Star Online* have been wrapped and bound and stashed in Sega's House of Secrets—until now. *Sonic Team* has unveiled new character art and even a fleshed-out storyline, all of which point to an epic sci-fi dream in the making.

ON THE FUTURISTIC PLANET KNOWN AS the Mother Land, creatures of all shapes, sizes and flavors have co-existed peacefully for eons...but now the Mother Land is in decline, and its inhabitants must find a new home. They create the 'Pioneer Project' in order to locate another habitable planet; and the Project discovers a new Eden, called Raguel. Settlers are sent to fluff the planet's pillows and put the kettle on, so that the main group of colonists will feel immediately comfortable in their new home. They board a



"The Project discovers a new Eden called Raguel. Settlers are sent to fluff the planet's pillows and put the kettle on..."



second ship—but as they enter the final approach to their new home, singing the pixie equivalent of 'She'll Be Comin' Round the Mountain,' they witness a giant explosion on its surface. Communications from the first party of colonists cease. What happened? Are there survivors?

THIS IS WHERE YOUR journey begins. As an online, multiplayer RPG, the game's cast of playable characters is composed not of specific individuals but of general classes. Players can choose to play as a Hunter, a Ranger, or a Force; predictably, all characters possess certain techniques and abilities that are uniquely associated with one class. So, for example, Force types are expert Magic and Assist attackers, while Rangers are handy with long-range weapons.

More news will no doubt worm its way out of Sega soon, especially with the holidays right around the corner. Check next issue for more details!



DREAM ON GAMES WE WISH WE'RE ON DC

VALIS (SERIES) TALENT JAPAN 1987, SYSTEM MSX

Valis was one of the pioneers of hybridization, pairing an anime storyline with 2D side scrolling heck n' slash action. To wit: A young girl becomes half to the Sword of Valis and must fight against dark forces, told through a string of cool enhanced cutscenes depicting platforms from the PC Engine CD to the Genesis. The series is ripe for a new Dreamcast chapter. If this happens, we'll even forgive the one story in Valis IV (SNES)!

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Hook, Line & Stinker

Hundreds take the bait at Seaman's US release party

WE LOVE FISH. WE ALSO LOVE TO eat fish. Which means that we REALLY loved the US debut of Seaman at San Francisco's Underwater World, where there were lots and lots of fish—both mobile and edible.

Seaman is the #1 selling Dreamcast title of all time in Japan—but then, Japanese sensibilities are clearly very different from our own.

The industry turned out in force for the event, lining up to speak into microphones at Seaman demo kiosks and perusing cannily crafted Seaman "fossils." An elevator took partygoers below sea level and into Plexiglas corridors, where we slipped toxic cocktails and watched the Bay's

sea life going about its business on all sides. Upstairs, guests petted a flock of patient bat rays in the aquarium's tide pool.

As the US's first console game to use voice recognition technology

(see our review in Issue #7 for game-play details), Seaman's official arrival was big news. Game journalists seemed to enjoy their conversations with the misanthropic fisherman (we're all grumpy wise-asses, after all)—but will the American public take to his humor? It's hard to say.

Seaman is the #1 selling Dreamcast title of all time in Japan—but then, Japanese sensibilities are clearly (to wit: talking toilets,

karaoke, hari kiri) very different from our own.

The verdict on Seaman's Stateside success or failure won't be in for awhile, but Yoot Saito—Seaman's creator and keynote speaker at the event—was buoyantly optimistic. Too optimistic? We'll let you know. Right now, though, we have to chase down a giant platter of shrimp that's making its way through the party. Banzai!

Seaman father
Yoot Saito: visionary
or evil genius?



Seaman: "Ecco looks up to me...calls me 'Mr. Man'."



Evan: "What shrimp?"



Death becomes him.



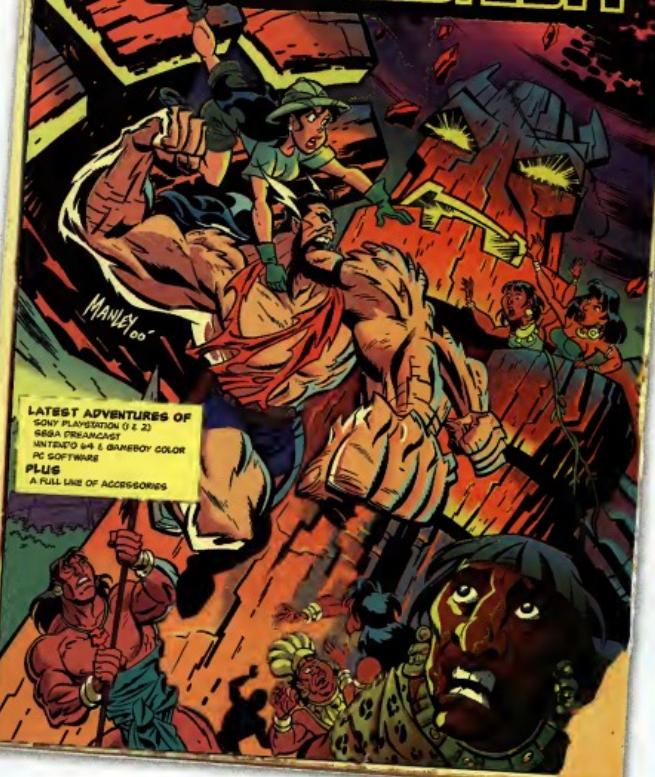
Seaman: the bridge between people of all lifestyles, cultures and tastes



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MONSTERMAN™ 2000, Michael Manley © ActionPlanet.com

Dino Fever

Is Capcom readying Dino Crisis and RE3 for US?

With the PC ports of *Dino Crisis* and *Resident Evil 3: Nemesis* already making strides to Dreamcast in Japan, the question on every gamer's mind is whether or not either game will survive the trip across the big pond to US Dreamcasts.

Dino Crisis invites the gaming world to be trampled/masticated by hordes of ferocious dinos; it's a Jurassic Park-style ride that pits heroine Regina and her crew against an island full of teeth. *Resident Evil 3*—more of a quasi-sequel to the original *RE* than a follow-up to *Resident Evil 2*—is an action-packed return to Jill Valentine's flight from Raccoon City.



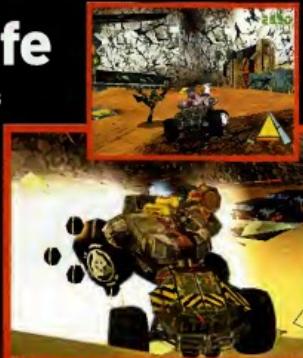
Both titles have made smooth transitions onto PC screens everywhere; it seems that it wouldn't take much to adapt them to the Windows CE-compatible Dreamcast. At press time, Capcom had yet to announce either title's domestic fate—but our sources confirm the probability that both will release before the end of 2000. Translation? Better hang the biggest sock you can find on that fireplace. Sweeeeet.

A Dog's Life

The big, bad Red Dog is off the leash at last!

Argonaut's battle tank shooter *Red Dog*: Superior Firepower has finally found a publisher. Crave plans to unleash the Dog on US gamers come Christmas, saving Argonaut the trouble of—in the words of company president Jet Sun—"buying it back [from Sega] so we can release it ourselves elsewhere."

Crave is a good home for an excellent game. *Red Dog* contains over 15 single-player missions packed with enemies and objectives, plus a 2-4 player multiplayer mode—truly a well rounded package. Will it get Scooby snacks from *DDCM* when it's reviewed? Stay tuned for more.



Thanks to Crave, US gamers will finally get to play *Red Dog*. "We felt that if we took too long to release it, it might never come out," Jet Sun comments.



Worldwide Soccer 2K1

Currently in development at Silicon Dreams, Sega's Worldwide Soccer 2K1 is scheduled to hit Dreamcast in early 2001. The game will include both arcade and traditional game modes, and each mode contains specific tournament types and offers unique challenges. Features include photo-realistic male and female player models, quality facial expressions and animations, a new skeleton system that enables an increased number of pores per player, and much more.

Unfortunately the game—which reportedly lives up *Sega Sports' bogglingly good standards*—may not make it to the US. Sega has passed on the opportunity to publish it, and third parties aren't interested in releasing a soccer game in the States. But we want it bad! Tell someone!

Heavy Metal F.A.K.K. 2

Our rumor is now your fact: GodGames has officially



» Lucasarts has finally confirmed that *Star Wars: Demolition* will be making the trip to the Sega Dreamcast this Fall. The game features characters and settings from both classic *Star Wars* and *Episode One* in a vehicular combat game from the makers of the *Vigilante 8* series, Luxoflux.

confirmed that *Heavy Metal F.A.K.K. 2* will be released for Dreamcast later this year. Just delayed on PC, this third-person action/adventure game, which is based on the original (and spectacularly appealing) *Heavy Metal* universe has been receiving high marks from the PC press. It runs off of the Quake 3 engine.

Rival Schools 2

The unofficially titled *Rival Schools 2* is now scheduled for a tentative mid-October trip to U.S. store shelves—far sooner than expected. This NAOMI-based brawler is looking very sharp and features the same cracked-out gameplay as the original.

We'd say "Put those things away before you hurt someone!"—but where else could she put 'em? *Rival Schools 2* is a knockout.

DreamEye Camera

The DreamEye digital camera peripheral for the Dreamcast, developed by Sega of Japan, has a release date. On September 14, Japanese consumers will pick up a DreamEye for 4,800 yen and begin teleconferencing with fellow DC owners. The camera is intended to be used as part of an "Internet Starter Kit", which also includes a mouse and keyboard and all of the requisite software. Bad news? No US release.



In Brief

» Eidos has announced the release of *Commandos 2* for DC.

» *Grandia 2* arrives on US shelves December 5! Start planning the party.

» *ESPN Baseball Tonight* is "delayed" until next season. Its current state of undistribution was such that Konami decided not to rush it.

» "Coordination problems" with French developer Vizware are keeping Fox's long-anticipated *Planet of the Apes* off the market until Q1/2001. Apes are throwing poops.

» Ubi Soft's *Evil Twin*, originally slated for a November 2000, has also been officially pushed back to Q1/2001.



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Hawk Rock

Tony hawks his wares in grand fashion

Dressed to the nines and fashionably late

(read: slumming it in ratty old T-shirts and cussing our way through rush-hour traffic), we arrived at Activision's megaparty with the will to win and the skills to do something about it. Held at the opulent Ruby Skye in the heart of downtown San Francisco, the event was home to Tony Hawk's Pro Skater 2 Big Score Competition—and

We let 17-year-old Sean Fontenot from Los Alamitos, CA nab the \$10,000 prize—with a high score of 3,463,009 points.

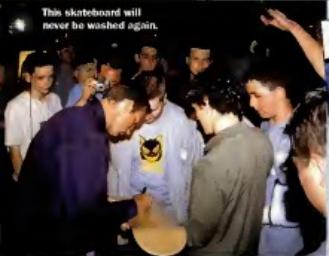
part of the official opening ceremonies to kick off this year's X-games.

Unfortunately, we discovered that our enthusiastic consumption of fine foods, so kindly and lavishly provided by Activision, had severely hampered our ability to play THPS2: our hair-triggered had been sent to the barber. So we let 17-year-old Sean Fontenot from Los Alamitos, CA nab the \$10,000 prize—with a high score of 3,463,009 points.

Fontenot battled it out against eleven other finalists, who, like him, had been flown out to compete in this tournament. Top runners-up were: 2. Benjamin Addair III/Surfside Beach, SC; 3. Chris Cramer/Franklin, OH; 4. Florian Preis/Nienburg, GER; 5. James Smith/Redcar, UK. No one was more impressed with their scores than Tony himself, who delivered the giant check (RIGHT) to Sean.

Addair III/Surfside Beach, SC; 3; Chris Cramer/Franklin, OH; 4; Florian Preis/Nienburg, GER; 5; James Smith/Redcar, UK. No one was more impressed with their scores than Tony himself, who delivered the giant check (RIGHT) to Sean.

This skateboard will never be washed again.



DREAM TEAM:
Dave, Intern
Marie, Evan,
Sizzler-In-Chief
Chris,
Who's Just
Posing For a
Picture, Tony H.

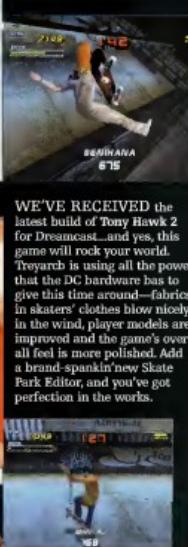


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Tony Hawk Pro Skater²
BIG SCORE COMPETITION & BASH @ RUBY SKYE
DOORS OPEN 7:00 SHARP
CLOSING CEREMONY 2:00
INVITE ONLY!

Ruby Sky, 1500 Polk Street, San Francisco, CA 94102

ARE YOU ON THE LIST? Everybody who was anybody showed up at the front door of Ruby Sky for this event—but if your name wasn't on the guest list, you quickly became nobody in the eyes of the security staff guarding the door. Even nobodies with great bodies didn't get in. And we did. Go figure.



WE'VE RECEIVED the latest build of Tony Hawk 2 for Dreamcast—and yes, this game will rock your world. Treyarch is using all the power

of the DC hardware has to

give this time around—fabrics

in skaters' clothes blow nicely

in the wind, player models are

improved and the game's over-

all feel is more polished. Add

a brand-spankin' new Skate

Park Editor, and you've got

perfection in the works.



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RECOMMENDED FOR
RP
For individuals age 13 and older.
Content Notified by
ESRB

LIFE

"THE BEST FIRST-PERSON SHOOTER OF ALL TIME..."



-Official Sega Dreamcast Magazine

Just another day at the office. Or so you thought...until your experiment blew up in your face. Now, with aliens coming through the walls and a military death squad killing everything in site, you're scrambling to stay alive. Half-Life combines great storytelling with intense action and advanced technology to create what many consider to be the greatest action game experience of all time.

Plus, here for the first time is an entirely new Half-Life mission created exclusively for the Dreamcast - Blue Shift! In this huge new campaign, you take command of a security guard at the Black Mesa research facility and battle your way through the chaos of an alien invasion.



▼ Huge new mission, Half-Life:
Blue Shift - designed just for
the Dreamcast!



▼ Play the game that has won more
than 50 Game of the Year awards
from publications around the world.

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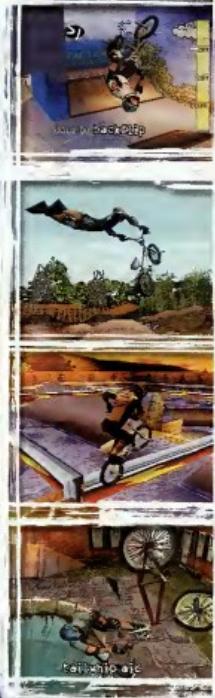
Sega Dreamcast.

look cool
while pulling
a Double
Backflip...



...Especially when your feet are
propped UP on
your coffee table.

Sure, mom told you not to ride your bike in the house, but she's never seen Dave Mirra Freestyle BMX from Acclaim Max Sports. With 12 vert, dirt and street courses to tear up, you'll be ripping like the pros in no time. Use the Trick Modifier to create more than 1,300 insane tricks. And with 10 sick multi-player games including Longest Grind and Gnarliest Crash, the couch will mold to your butt long before you put down the controller.



Developed by



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Mild Language

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www.acclaimmaxsports.com

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It's not hard to

Dave Mirra

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BMX™

Featured pros:

Dave Mirra, Ryan Nyquist,
Leigh Ramsdell, Mike Laird,
Troy McMurray, Kenan Harkin,
Joey Garcia, Shaun Butler,
Chad Kagy and Tim Mirra.



10-Time World
Champion Dave Mirra

Killer soundtrack:

Sublime, Cypress Hill, Rancid,
Social Distortion, Deftones,
Pennywise, Drop Kick Murphys,
59 Times the Pain, Swingin' Utters
and Primer 55.



"We're taking fear to the next level."

— SHINYA NISHIGAKI, PRESIDENT, CLIMAX GRAPHICS

FICKET TO

What would happen if
Jurassic Park met
Blair Witch?

You'd get **ILLbLeeD,**

a Different sort of horror game.



HELL

IIIbleed happens in a world packed with imaginary horror movies, most of which score an 11 on the cheese-o-meter, like *Deadly Horror*.



It's hard to imagine a developer coming up with a better game in its genre than *Code Veronica*. And Climax Graphics, producer of Dreamcast's first-ever horror adventure—*Blue Shifter*—knows it. So the developer's new hit-title-in-progress isn't intending to go head-to-head with the master. Instead, it's out to establish a wholly new variation on the theme.

Climax Graphics' founder and president, Shinya Nishigaki, an avid horror fan, was inspired by the thrills and scares that only a horror house can provide; so he decided to recreate them on Dreamcast. Instead of having to travel to some remote theme park in Florida, walking in tourist-infected lines and listening to the screams of hysterical kids whose parents are stumbling in the dark to find the next emergency exit, gamers should get what they really want in *IIIbleed*.

Asked in what way the game will distinguish itself from the rest, Nishigaki explains, "It's a horror house game, not a horror adventure in the traditional sense. *Resident Evil* focuses more on its story and adventure aspects, whereas *IIIbleed* is all about terrorizing the senses! When you enter a horror house you expect to be terrified. We're taking fear to the next level." >>

PUBLISHER:	SEGA JAPAN
DEVELOPER:	CLIMAX GRAPHICS
GENRE:	HAUNTED HOUSE SIM
PERIPHERALS:	JUMP PACK
RELEASE DATE:	WINTER 2000 (JAPAN)
ORIGIN:	JAPAN
ONLINE PLAYERS:	NO
PLAYERS:	ONE



"Whoever makes it through this park alive will win a million dollars."

—MICHAEL REYNOLDS,
PRODUCER, KILLER MAN

These shots demonstrate the bizarre, vaudeville-gone-horror tone of *IIIbleed*—not too far off from the style of Sam Raimi's *Evil Dead 2*.



BECAUSE AT ODCM WE LIKE to make things extra clear, imagine comparing Ecco the Dolphin to Seaman. They both might be set underwater, but that's where the similarities end. *IIIbleed* could very well be the Seaman among horror titles (without the microphone), but what is it that really makes it that different?

The answer doesn't seem to lie in the game's story: Michael Reynolds, the extravagant producer of horror classics such as "Revenge of the Queen Worm" and "Killer Man" (thankfully, he's a virtual character), has built a theme park with questionable security regulations to horrify like there's no tomorrow. Whoever makes it through the park alive will win a million dollars. Of course, no one has ever made it that far—and you know what this means for you, right?

PLAYERS WILL START out as Eriko Christi, a 17-year-old student at Castle Rock High (any allusions to Stephen King are purely accidental), who made her acting debut in—yes, you guessed it—"Killer Man Goes to Japan." She's the first character to attempt to survive *IIIbleed*'s five distinct worlds. Each world is based around one of Reynolds' blockbusters, ranging from "Deadly Horror" to "Toy Man."

"Although our focus is not as much on story as it is on action and the player's emotional experience," says Nishigaki, "each world has its own mystery waiting to be resolved." How, exactly, these mini-stories will come into play remains to be

seen, but you can expect to meet other characters (whom you can choose as playable characters after saving them) who are likewise trying to survive *IIIbleed*'s 1500+ dangers.

DEATH LURKS AROUND every dark corner in this park, and the only way to stay alive is to be equipped with Climax Graphics' very own Horror Monitor. This clever device scans the shady environment for potential traps and monsters, thus preventing shock-induced death.

Instead of watching an energy bar,

you'll have to track your character's heart rate and adrenaline count closely. Walk into an unexpected trap or fight once too often, and your character will either faint, have a heart attack or lose his or her mind. Use the Horror Monitor too often, and your adrenaline level will fall to a point where the Monitor ceases to work. You'll also have to be aware of your character's senses (sight, smell, hearing and the mysterious sixth sense) to find a safe—and exciting—way through the massive worlds.

If you ever find yourself in a really bad (read: disemboweled) state, Nishigaki recommends a visit to the Emergency Room, where players will be able to observe their own operations in all their gory details. And yes, the operations are performed by a qualified team of crash test dummy monsters.

You'll get nothing for free in *IIIbleed*, though. Players have to manage their own earnings with care, if only to be able to shop at Bloody Mary's Infamous Drug Store (for crucial items—like relaxation tapes to calm the heart rate). The game even contains an Insurance

JIMMY...MY SON



BATTING FOR BLOOD?

WE REALLY GOT A KICK out of Climax Graphics' in-game poster, which seems to advertise some kind of film featuring baseball, baseball bats, and blunt force trauma. Glibberish or genius? Hmm. For more of the developer's trademark weirdness, check out its official press teaser for Illbleed:

A Haunted House Game

In a society driven to extremes, people seek extreme seductions.

Michael Reynolds offers the world's largest haunted house, Illbleed. Whoever can make it through will receive 1 million dollars.

But behind the offer lies a secret. More shocking than what you see. More costly than you'll ever know. They'll do anything to feed your desire.

Virtual Horror Land... Illbleed

Company, which offers various types of coverage that'll end up saving you on medical needs. Each level has to be completed within a certain time frame, while a healthy heart rate, adrenaline count, etc. is maintained.

All of this may sound complicated and RPG-y for a horror-game, but Nishigaki assures us that a very immediate and action-packed gaming experience is nigh.

ARCADE-TYPE GAMEPLAY is very popular on Dreamcast, so we decided to make a game that's easy to pick up and has an uncomplicated story that you can enjoy whether you've been playing for hours or just minutes," the company president explains. "You can even put it away for a while without having to worry about forgetting all of the clues."

SPECIAL GUEST STARS

Introducing the poor saps willing to cast away their collective right to win a measly one million dollars: Idiots, all! When the heart-warming baseball movie in this game is called "Homerun Gone To Death," you know there ain't a happy ending. Who'da thunk? I got some ideas—scare more cities to run in *Illbleed* 2. How about "*Intestine-90*"—about a haunted Interstate freeway? Or "*Slaughtergeddon*?" Or maybe "Attention, Postman: Return to Grave," about postal service zombies? Of course, the post office turns all of its employees into zombies, eventually...)



KEVIN



RANDY



MICHEL



This game should stake out a great middle ground for gamers who don't have the patience to find that one hidden key to unlock the umpteenth door in *Resident Evil*, and who find *Zombie Revenge*'s beat-'em-up gameplay to be a little too uninspiring.

THE 30% FINISHED VERSION

that ODCM got to play already looked impressive: great character designs, responsive controls, a smooth framerate and an "interesting" sense of humor. It certainly will be interesting to see how the highest for this quirky title—but whoever it is better get the product out fast. We're looking for an early 2001 release. Bloody great! JORG S. TITTEL



HAUNTED (DRUG) BARN

FURTHERING THE LOGICALLY lopsided motif in this game, we have "Bloody Marry's": which could either be a cross between a drug-store, a haunted house and a wedding chapel... or a typo. We admit that the latter choice is more likely, but it's still funny. Aside: a recent poll of ODCM staffers revealed that every one of us would move into a real haunted house in San Francisco if the rent was \$1200 or less.

DREAMCAST

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DOMINATOR

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THE COURT'S GOING TO BE A LITTLE
WIDER THIS SEASON.

SEGA
SPORTS

NBA 2K1



Time to reach out and posterize someone. Our new online gameplay lets you and up to three of your boys use one console to take on wannabes nationwide — from gloating Laker groupies in L.A. to nostalgic Knicks-worshippers in Queens. There's e-mail so you can... uh... "chat." Plus franchise mode, swat blocks, and ill crossovers and spin moves. All with graphics tighter than a point guard's shorts circa 1974. Now we'll see who's got internet game.



nba.com

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Dreamcast

Sega Dreamcast
The Official Game
of the NBA

SEGA
セガ

NFL
2K1

Online gameplay is here. Now you and up to three buds can get on one console and school opponents nationwide — from pathetic Cowboys sympathizers in Tulsa to masochistic Bills fans in Schenectady. You can even exchange "pleasantries" in real time. Throw in a radically improved running game, franchise mode, and complete team specific playbooks, and you've got yourself a full-contact chat room. Does technology rule or what?



Dreamcast

1990-1991: The first year of the new program, which included 1000 students from 100 schools.

A composite image featuring a basketball court in the foreground and a desert landscape in the background. The basketball court has a large number '20' painted in white on the red dirt surface, with a white line extending diagonally across the frame. In the background, the iconic buttes of Monument Valley are silhouetted against a bright blue sky filled with scattered white clouds.

SUDDENLY, THE WHOLE COUNTRY IS INBOUNDS.



A composite image featuring two distinct scenes. On the left, a man with dark hair and glasses, wearing a black leather jacket over a light-colored shirt, looks off to the side. He is holding a large, gold-colored, cylindrical device with a blue glowing element. On the right, a soldier in camouflage gear and a helmet stands in a dark, industrial-looking environment, holding a rifle. The background includes a red wall with white lettering and a wooden structure. Red lines connect the two main figures.

HA

LF-LIFE



PREPARE YOURSELF FOR THE ULTIMATE **MULTIPLAYER** DREAMCAST EXPERIENCE

TEXT: EVAN SHAMOON

PHOTOS: MICHAEL SEXTON

FOR THE PAST SEVERAL MONTHS, rumors concerning Sierra's exclusion of multiplayer elements from the Dreamcast version of *Half-Life* have besieged the Internet like a swarm of angry fanboys. Word had it that corporate pressure would force the game out in time for the Christmas buying season, and that multiplayer gaming was to be the resulting casualty. So, determined to set the story straight, we used our mad teleportation skills to beam directly into the headquarters of Gearbox Software in Plano, Texas—home to the creators of *Half-Life* (and to the only fishing-tackle box manufacturing plant in America). Armed with nothing but a mini-recorder, a digital camera and our trusty ODCM cattle prod (in case of cows), we infiltrated the heavily-guarded Gearbox Headquarters and came back with an exclusive report from the front lines.

LIKE A BOX OF RAISIN BRAN, this report contains not one but TWO scoops of chewy goodness. Scoop 1: The game will be released in two separate packages. The first, due for release this November, will include a graphically enhanced version of *Half-Life*, as well as an entirely new adventure entitled "Blue Shift" developed specifically for Dreamcast. Scoop 2: Shortly thereafter—January of 2001-ish—Sierra will release a separate **MULTIPLAYER** game, which will include *Opposing Force*, *Team Fortress 1.5*, *Half-Life* multiplayer and possibly even *Counter-Strike*.

What does it all mean? Clear the lane, suckas.

>>



Half-Life is being ported over by Captivation Digital Laboratories, a crew quite familiar with Dreamcast hardware. These are, after all, the same guys who created the Dreamcast version of *Resident Evil*. Dreamcast's disc cost at £3.99. This year, they're hard at work on Sega's Dreamcast Network Gaming lobby.

GET A HALFLIFE

In the history of electronic entertainment, few games have collected as many helplessly devoted fans as Half-Life. The title has won well over 50 "Game of the Year" awards from both the press and the game development community, and has been hailed by the industry's judge and jury, PC Gamer, as 'Best PC Game Ever'. If you check out online gaming statistics, you'll find that multiplayer Half-Life—in all of its variants—is played more than Quake 3, Unreal Tournament and Tribes 2 COMBINED. And that's almost two years after its initial release.

This is what's coming to Dreamcast. And it's coming in a really big way.

THE FULL STORY

Half-Life is a first-person adventure game, penned by award-winning horror novelist Marc Laidlaw (*Kafka on the 37th Mandala*: Laidlaw is interviewed on page 49). The story begins deep within the Black Mesa Federal Research Facility, a decommissioned missile base and site of a top-secret genetic research experiment. As the young research associate Gordon Freeman, you're sent to analyze a strange crystalline specimen over in the Anomalous Materials Laboratory—a routine analysis which proceeds to go horribly wrong. And so the adventure begins.

As hordes of monsters pour through rifts in the fabric of reality, Gordon must navigate through the chaos of wailing sirens and scientists. By enlisting



panicked security guards and scientists, he must make his way through high-security zones—sneaking through Cold War cafeterias and airducts, fighting through subterranean railways and ruined missile silos.

And then the feds get involved. As one of your fellow scientists explains, "Apparently, [the government's] idea of containment is to kill everyone involved."

Phillip K. Dick meets the X-Files meets John Woo meets Robert Anton Wilson—and you're in total control of the action. Glorious stuff indeed.

BIGGER THAN HALFLIFE

What sets Half-Life apart from other adventure titles is the extraordinary level of interaction between story and

RANDOM GUN-RELATED FACTOID: Hunters slather deer urine all over their bodies to disguise their scent. Too bad there's no deer-time powerup in Half-Life.



your own life. You'll gather a custom arsenal of new high-powered military ordnance, experimental weapons, and deadly alien devices. And as you explore further areas of Black Mesa, you will encounter a new variety of human

HALF-LIFE: THE PROGENY

The original Half-Life has spawned more than its share of PC sequels and add-ons, expanding the storyline within a shared virtual universe. DC owners will receive the cream of this creamy crop, plus an entirely new episode entitled Blue Shift.

OPPOSING FORCE

In *Half-Life: Opposing Force*, players return to the Black Mesa Research Facility as Corporal Adrian Shepard. As a

soldier sent inside to eliminate Gordon Freeman, you are separated from your base unit and discover a new alien race amidst the chaos. It's quickly revealed that these highly advanced alien life forms, who're set to pillage the planet, arrived on Earth via the Black Mesa facility when Gordon Freeman was transported to the border world of Xen.

While you were originally sent into Black Mesa to silence Freeman and his fellow scientists in the facility, you now find yourself stranded and confused—battling fierce new alien creatures and a variety of other foes in an effort to save

characters to interact with—on both friendly and unfriendly terms. To complement this single player experience, gamers will compete in new multiplayer maps designed by industry all-stars, including Eric Reuler (*Shadow Warrior*; *Unreal*), Richard "Zedim" Carlson (*Half 2*), Tom "Paradox" Mustaine (*Final Doom*, *SIN*), David "Kevlar" Kevlar (*Unreal: Return to Na Pali*, *Return to Castle Wolfenstein*) and the infamous Level17 (*Duke Nukem 3d*, *Quake: Scourge of Armageddon*, *Heavy Metal FAKK 2*).

OF CONTAINMENT IS TO KILL EVERYONE INVOLVED."



Next thing you know you've got scientists screwing, space-time fraying, cats and dogs living together—mess hysterical!

gameplay, and the fact that the plot remains significant throughout the entire experience. But beyond these vagaries, the real beauty of this game is in the responses it evokes in its players: sweaty palms, restless nights and a chronic increase in heart-rate for weeks on end.

The trick? *Half-Life*'s story never gets in the way of its action, and action never soles the advancement of plot. In short, this game is founded on the essential

principles of rock solid game design—and for once, being principled pays off.

SMART FELLERS

Perhaps the most lauded aspect of *Half-Life* is its uncommonly capable AI. Thanks to the game's powerful and innovative artificial intelligence, both friends and foes alike behave in a sophisticated, unpredictable manner. Friendly soldiers and scientists help you

when they can, while enemies plot viciously against you. Unlike nearly every other first-person shooter on the market, one cannot simply camp out in the shadows and pick off enemies without facing dire consequences—your enemies will invariably attempt to attack you in packs, assessing threats and making quick decisions in order to counter your every move.

What holds the entire package together is the way in which the game never breaks the illusion of reality. Through a series a subtle artistic and design decisions, the overall consistency of the *Half-Life* universe has become virtually impregnable to disbelief. Caches of weapons and ammo, for example, are not placed at

>

TEAM FORTRESS CLASSIC 1.5

Team Fortress Classic (TFC) is the team-based multiplayer add-on to *Half-Life* that has become one of the most popular online action games. In TFC, each player assumes one of nine roles, or classes—such as medic, soldier, or engineer—and joins other teammates or clammers online to match strategy and skills against opposition. Each class has unique weapons, abilities, and playstyles.

TFC is a deep, strategic game that rewards teamwork, communication and planning. With different objectives for

each map and tons of strategies for each class, TFC is a rewarding experience for those that take the time to master the



subtleties—as evidenced by its massive popularity so long after its release.

BLUE SHIFT

Blue Shift is an entirely new episode in the *Half-Life* universe, developed specifically for the Dreamcast version of the game (yet another reason for PC owners to buy a Dreamcast). Players take on the role of Barney, the Black Mesa security guard, and play through the original game from his perspective. It's a very cool storytelling device, used most recently by Quentin Tarantino in *Jackie Brown*. Seeing the game from Barney's

eyes sheds new light on the story, and brings new questions (and answers) to bear. Developed internally by Gearbox, and overseen by Mark Laidlow and Valve, Blue Shift should be a 10 to 15 hour experience—roughly a third the length of *Half-Life*.

When not helping senior citizens cross the street, Barney fights for all that is good and just.



HALF-LIFE

A typical day at an office not unlike Gearbox's: While other workers are actually making progress on their projects, Evan chooses to use his time more constructively (i.e. daydreaming about food, girls, games and an endless string of fart jokes).

random points throughout the map; rather, players must discover hidden stockpiles of weapons, and swipe ammo from the bodies of exploded enemies. Likewise, there are no traditional levels in *Half-Life*—the game is a continuous stream of linked locations from beginning to end, each one connected to the next. You can, of course, move back and forth between these areas—but so can the bastards who are out to get you.

Unlike many other first-person games, each area in *Half-Life* is furnished with a wide variety of textures, lending a distinct look to the different locations. The numerous scripted events within each of these levels serve to bolster the illusion of reality, and the details within each scene effectively maintains the level of suspense. While much of the gameplay is puzzle-oriented, these puzzles always seem contextually plausible within the world that Valve has created. Which is quite a significant achievement: most first-person games—despite obvious efforts in this direction—simply can't elicit the willing suspension of disbelief that makes *Half-Life* so compelling. Valve has obviously learned a great deal studying the mistakes of the past.

THE GUILTY PARTIES

Sturm's got more people working on Dreamcast *Half-Life* than Jerry Bruckheimer's got rewriting the screenplay for his next \$100 million blockbuster (*MovieNewsBreak*: Early word says that things blow up). While Captivation Digital Laboratories churns away at porting the code and optimizing it for DC hardware, Gearbox Software is adding Dreamcast-specific elements and enhancements—not the least of which is an entirely new mission (see *The Progeny* sidebar, page 44). And from atop their lofty perch in Seattle, the folks



at Valve Software are overseeing the whole process. Suffice to say, booting up *Half-Life* will involve shifting through many corporate logos in order to finally get to the game.

So what's the romp?

"Well, there have been some PC games brought over to Dreamcast that weren't treated very well," Gearbox CEO Randy Pitchford pointed out. "But then there have been things like *Crazy Taxi*—ported from the arcade—which is, obviously, incredible. That's really what we're going for here."

Most immediately apparent are the various graphical upgrades. Characters, weapons and monsters in the game have been completely rebuilt, using higher resolution models and more detail. Says Pitchford, "The result is that all of the creatures and people in the game look much more realistic



Gearbox greats: Randy Pitchford, Lead Game Designer/CEO (above) and Brian Martel, Art Czar (left) strike a pose for us. These two have worked on AAA titles, from *Civilization* to *Duke Nukem 3D*.

"SCIENTISTS WEAR INDIVIDUALLY RENDERED COATS AND TIES"

OLD BARNEY MODEL



NEW BARNEY MODEL



Whoa. I know
kung fu.

DOUBLE YOUR PLEASURE

THE MOST SIGNIFICANT VISUAL UPGRADE ON GEARBOX'S agenda was the overhaul of *Half-Life*'s in-game models.

"The original game was built to run on a Pentium 133 with 24 megs of RAM," Pitchford points out. "Well, the Dreamcast has built-in PowerVR—very nice hardware—and the built-in ability to render polys really nicely. So we did the math."

Literally. Gearbox is rebuilding all of the models—including the humans, monsters and weapons—with double the number of polys that Valve used in the original PC game, and the difference is quite stunning. Scientists, for example, wear individually-rendered lab coats and ties, rather than one flat, continuous texture. No longer do these characters look like polygonal caricatures—they now appear as living, breathing human (and non-human) beings. Monsters are more frightening; humans more lifelike; weapons more entertaining. In a demonstration, we watched old and new games running side-by-side—and the contrast is truly striking.

and have more animation articulation than they ever have before." Additionally, the lighting will be richer, and colors more vibrant. After an up-close and personal tour of their efforts, we were



suitably impressed (see *Double Your Pleasure* sidebar, left).

In terms of control, the developers are working hard to perfect the system using the standard Dreamcast control pad. While they will, of course, support the Dreamcast mouse and keyboard combo—certainly the ideal setup for *Half-Life* or any other first-person shooter—Pitchford wants to provide mouse-less gamers with the same play-value. "We realize that not everyone is going to buy the mouse, and we want those people to have the same great control and gameplay experience." It's a great goal, and far from impossible: as Bloware essentially proved with its DC version of *MDK2*.

To this end, Gearbox is furiously play-testing its game with Dreamcast controllers instead of mice and keyboards—no easy transition for this PC-based team. The goal? Using a control pad should not affect fun, bar none.

>

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MAKE IT
A DOUBLE.**



STREET FIGHTER

DOUBLE IMPACT

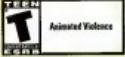


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introduces the new Leap Attack and a Grade Judge System which evaluates player performance at the end of each match. Totally seamless animation and an innovative hit-frame system team up with the return of the Super Arts – fighting styles in the newest chapter in the greatest arcade series of all time.



Aspirated Violence

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MULTIPLAYER

For the past several months, we had been hearing word that Sierra was planning to axe the multiplayer elements of Dreamcast Half-Life. The rumors had us worried: while *Half-Life* was originally conceived as a story-based, single-player experience, the online elements have since become absolutely essential gaming—easily one of the most fun, rewarding and exhilarating experiences you can have online (without breaking any of those pesky 'Age of Consent' laws). So, after signing our lives away on the dotted line of Sierra's Non-Disclosure Agreement, we got the dish—which, actually, turned out to be more like a five-course meal.

As mentioned before, the second package will include Gearbox's own award-winning expansion pack *Opposing Force*, the hugely popular online MOD Team Fortress Classic, and *Half-Life*'s original multiplayer elements (for in-depth descriptions, see *The Progeny* sidebar on page 44). The game will incorporate the recently-released version of Valve's updated online code, which enables gamers with a 56k connection (read: Dreamcast owners) to play the game smoothly over the Internet. "Especially for those gamers using SegNet," Valve's own Doug Lombardi tells us, "the online experience will be excellent." The team expects to include support for broadband as well—assuming Sega gives them something to work with.

What does all of it mean? Well, it means that once we've spent our respective winter breaks playing through the single-player *Half-Life* missions, we'll be graced with more *Half-Life* multiplayer goodness than we'll know what to do with. Let the games begin. ☺

Step through one of these trip latches and you're in the deep poop zone. Nearly every stage of *Half-Life* is littered with cool traps and obstacles, which require quick thinking to get past (not to mention an assortment of crowbars, 8mm pistols, revolvers, assault rifles, shotguns, crossbows, RPGs, gauss rifles, gauze guns, mines, grenades, trip mines, satchel charges and snarks. And the SAW machine guns, sniper rifles, displacers, shock matches, spore launchers, pipe wrenches, baracules, knives and desert eagles of *Opposing Force*).

INTERVIEW MARC LAIDLAW**"EVERYONE I KNOW LIKES STORIES"**

Marc Laidlaw is the author of *Jedi Knight: Philip K. Dick*-infused sci-fi novels, including *The 57th Mandate*. He was introduced to gaming while writing a Wined editor's story on Quake, and later joined Valve as a writer and game designer. For more from Laidlaw, check out www.dreamcastmag.com/interv/123.html.

Did you find it difficult to write for a videogame? A lot of what I contributed to *Half-Life* had very little to do with actual writing. It had a lot more to do with understanding the process of carrying out a creative project over a long period of time. I drew on my writing experience to tell others about the importance of rough drafts and rewrites—both of which have important parallels in game creation. We didn't get a good sense of what *Half-Life* would be until we'd roughed out the entire game. And we couldn't really get inventive and insanely inspired until we were well into the revision and refinement process, feeling confident that everything we were doing would play some important role in the gamer's experience.

Are you pleased with the reaction to the storytelling in *Half-Life*?

Very pleased. I think a lot of people felt that the 3D shooter didn't need a storyline—that it would be wasted on people who play such things. But everyone I know likes stories. I couldn't imagine that gamers wouldn't like having a story if it deepened their involvement in the game instead of boozing them out of it. Games currently receive the kind of condescension and societal disapproval previously reserved for pulp science fiction and comic books; not surprisingly, my sympathies have always naturally lain with science fiction and comics. Society as a whole underestimates and misapprehends our interests and ambitions. I guess that's the hottest alien/outside/gEEK in me speaking. I think I just walked all over your question.

Where do you think game industry is headed? Do you think the concept of a "game writer" is going to be the norm in a few years?

Well, we saw a rash of people in that direction a couple years ago, when a lot of Hollywood talent seemed to be moving into games (William Morris pointed "Multimedia Department" on a door), and then it puttered out (William Morris got out the palm-thinner and scrubbed that door really hard). I remember that *Psychic Detective* was supposed to be a case of make-it-or break-it for the so-called interactive movie, and that model was clearly broken. It had good writing, but it was boring to play. I don't think Hollywood really "got" games. I believe many game designers understand the importance of good writing to their products, but they don't necessarily know how to find good writers who also care to understand good game design. Perhaps there aren't that many of us yet. There will certainly be more in time. I think interesting things happen when good writers get involved not just in script/dialog, but in all aspects of game design. At the same time, writing/storytelling is just one element in a complex mix. It's not inherently more important than any other factor, but I think that in the future the quality of storytelling will start to be something that gamers think about critically, just as they currently notice if the weapon balance is all wrong or the puzzles don't make sense. When I was a kid, game design was a terrible option for me, so I read books. That's probably why there's some fresh-kidnapped Lincoln-equivalent playing *Half-Life*, and deciding that he or she needs to do this kind of thing, and that kid is going to grow up to make amazing games (or whatever the equivalent of the Future might call their weird futuristic form of entertainment). That's where the next generation of game writers is likely to come from.

Interview courtesy of loosegamer.com. Used with permission.

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Now that you can challenge anyone to race online - anytime, anywhere in the country - knowing your cars can separate the small town punk from the prime-time player. Take the Seacat. Nice car. Its power around the corners just might help you muscle through Pod's six mercilessly

interactive, multi-layered tracks. But don't take our word for it. Get in there yourself. Because right now you've got nothing, podboy, and everyone in the online circuit is laughing in your single-player face.

SUN	MON	TUE	WED	THUR	FRI	SAT
RACE 4 OFFLINE	1 RACE ONLINE MATCH	2 SIGN-UP For SEGMENT	3 GET MY FREE HOUSES SO FAKE HOMES ONLINE!	4 RACE 1 OFFLINE wi fi	5 RACE 2 OFFLINE wi fi	6 RACE 3 OFFLINE wi fi
11	12 RACE OFF ROCK	13 ONLINE MATCH	14 RACE VOLCANO	15 RACE ALL DAY CALL ME	16 RACE DAY	17 ONLINE MATCH
18	19	20	21	22	23	24



Dreamcast.



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REVIEW

RISING SON



TEXT: FRANCESCA REYES

SHENMUE THE EXCLUSIVE FIRST REVIEW

ONCE IN A WHILE A GAME COMES ALONG THAT attempts to do something drastically different. On Dreamcast, we've been lucky to have games like *Seaman*, *Space Channel 5* and *Jet Grind Radio*. And while others may not have delivered as well in the execution department, it's a singular wonder to see developers setting their sights on goals beyond conventional thinking. But when a game matches ambitious theory with perfect execution, it inspires something like a religious epiphany. ¶ A game like this has finally come to Dreamcast—in the form of *Shenmue*. After waiting through so many years of hype and

fanfare, I found it difficult to approach *Shenmue* with a clean slate of expectations. Sure, I had seen all the quicktime movies, read about all of its features and even tried my hand at faking my way through the import version—but nothing prepared me for the experience of actually playing the game. ¶ So there I was. Me, my Dreamcast and my 12-pack of Coke. And then, at the risk of sounding melodramatic, all of that disappeared—along with every single criticism I had read in the Japanese press or heard from friends who'd battled the import. ¶ Clearly, they weren't playing THIS game. >>

Shenmue



WMAF ~

~ Shenmue ~

Rising Son: Ryo Hazuki

The hero duties in *Shenmue* fall to a young man named Ryo Hazuki. The son of Iwao Hazuki, a prominent dojo and martial arts master, Ryo witnesses his father's murder by a sinister stranger at the start of the game. He also overhears mention of some mysterious pact made between his father and the assassin at some point in the past...and that's all he has to go on. Now an orphan, Ryo must solve the mystery and avenge his father's death at any cost.

Ryo's path winds through the streets of the city, then out onto the harbor and back again—and all the while, he must still tend to his everyday responsibilities as a high school student, a boyfriend (of the lovely Naomí Harasaki) and the pet of a worrywart surrogate grandmother (Ime-san). So, while juggling the chores of an attentive boyfriend (and coming home before curfew), Ryo must also brush shoulders with his hometown's shadowy residents in order to find out details concerning his father's murderer. During his lengthy journey "for the truth," Ryo will inevitably have to kick a little ass to get the information he needs, which means that he'll be brawling with numerous foes and staring in a slew of Quick Timer Events (called QTEs).

So, whether he's setting out a saucer of milk for an orphaned kitten or high-kicking his way through a crowd of thugs, Ryo manages to emerge as the good guy. He'll ride a tubthumping hog down city streets, but an awkwardness that emerges when he's with Naomí betrays the vulnerability beneath his steely coat of armor. Male gamers will want to be him and female players will swoon: Ryo is the very definition of a hero. And because he's not your average caped crusader, he's all the more appealing.

It's this subtle combination of realism and—for lack of a better word—hyperrealism that makes *Shenmue* such an immersive adventure. Sure, you'll have to earn your pay as a forklift driver at the harbor in order to pay for a boat ticket, but dammit, you'll be the fiercest, most karate-skilled forklifter who ever lifted a fork. Period.

The E.R.E.E. World

Probably the most impressive aspect of *Shenmue* is the size of the game's massive environments and the amount of attention that's been given to every little detail of every little inch. For instance, Ryo's home sits atop a small hill in a quiet section of town known as Yamanose. The number of rooms in his house are daunting enough, but >>

"I spent nearly a day simply

Think this is only a cinema? Think again. The ingame graphics of *Shenmue* could run for the Miss USA crown and win. In the shot pictured below, Ryo gets all Kenzo on Gai Zheng in some tremendously cool choreography during a FREE BATTLE moment.



The seasons noticeably change as days and weeks pass in *Shenmue*. If you play through the Christmas season in the game, you'll notice wreaths and drunk Santa-sans littering the streets. Ho, ho, ho.



A CAST OF THOUSANDS

WELL, REALLY

it's more like hundreds than thousands—but it's the quality, not the quantity, that matters in the world of *Shenmue*. Just like real life, you'll have to remember who you've met, and what you learned from each of them to finish your journey. Here's a sampling of the folks you'll be meeting soon—so break out that address book.



RYO HAZUKI
Hero of *Shenmue*. The son of prominent Dojo master Iwao Hazuki, Ryo has the skills of a master martial artist. His death leaves Ryo with more questions than answers. What is his connection to Lan Di and China?



IWAO HAZUKI
Ryo's father. As the leader of a stoic community and respected master of martial arts, his death leaves Ryo with more questions than answers. What is his connection to Lan Di and China?



INE-SAN
Ryo's caretaker. As the glue that holds the family together, she'll do whatever it takes to make Ryo feel at a decent time. Do it—she's too nice to disappoint. And she's in control of your allowance.



FUKU-SAN
Ryo's wing-man. One of Hazuki-sensei's most devoted students, Fuku-San has always been a best friend and tough sparring partner to Ryo. He's always willing to help the hero out of a bind.



NOZOMI
The girlfriend. Naomí cares for Ryo but has a hard time getting him to take care of her feelings. She runs the Aida Flower Shop, but may have to return to her family in Canada.

~Shenmue~

HELLO KITTY

JUST LIKE in real life, Ryo is often diverted from his main path in the game. One of those diversions takes the shape of an orphaned kitten, whose mother was run over by the man who killed Ryo's father (as he was driving away from the scene of the crime). Talk about a bond.

You'll be able to feed, pet and talk to the kitten while it recovers in the temple shrine yard. Keep it until it's healthy, and you'll see Nozomi's eyes begin to sparkle.

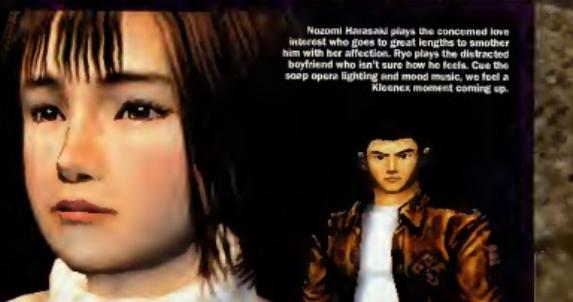


Nozomi will be your guide to kitty upkeep in Yokusuka... She'll tell you how the kitten is doing on a daily basis.



Virtual pets... No changing the litter. No fleas. And no strange smells in the middle of the night. This kitty is yours to keep. Treat her well.

You can buy a soda out of a vending machine. You can play an simulated oldschool arcade game. That's cool, right? But do you know what's more fun? Playing with your cat! You can even get motion detection so you can catch something like ride the bus! What next, you ask? Will Ryo get a simulated haircut in *Shenmue 2*? We hope so; he needs one. And it would be fun—really? No joke.



Nozomi Haneda will play the concerned love interest who tries to teach him how to snuggle with her affection. Ryo plays the uncorrected boyfriend who isn't sure how he feels. Cue the soap opera lighting and mood music, we feel a Kleenex moment coming up.

"*Shenmue* will deliver a unique

Lights, Camera, Action!

It's funny, but after only an hour or so of playing *Shenmue* I stopped noticing things like controls or cameras. They became so intuitive that I took them for granted. And this is ironic, for a game so completely 3D, where practically every object is polygonal and you're free to go virtually anywhere in the city, the camera was so unobtrusive and seamless that it seemed to fade away as an element all together. I suppose that if the cameras had been bad, lurching around corners and getting stuck in walls, then I'd have set up and taken notice. The fact that I didn't give them a

second thought, especially during the Exploration segments, is quite a feat.

The controls, on the other hand, take a little more getting used to. Using the D-pad for movement, the analog stick for looking at your surroundings and the R-Trigger for running can be a little awkward at first. But the learning curve is smooth and you'll adapt in no time, as it seems that the entire game is structured around this particular control scheme (combat is geared toward a fighting game style, therefore the D-pad is perfect for moving Ryo around).

The only real downside is that using the D-pad to guide Ryo around town can make his movements seem stiff and jerky at times—but only slightly, and only sometimes. In the end,

you'll find that the controls become second nature during exploration or battle—and thus, they prove to be just as effective as the cameras. This is the hallmark of a great game: If you can take the camera and controls for granted, you can concentrate on playing.

Being Heard

One of the biggest questions about *Shenmue* has revolved around the US version's voice acting. Would it be on par with the excellent vocals in the Japanese game? Will it have subtitles for purists? Needless to say, it's near impossible for the voice acting in any US version of a game to remain as pristine and intact as that of the original Japanese version (or vice versa).

Call it the Law of Videogame LocalizationTM, but it's true.

You can come close, though. And while *Shenmue*'s vocalists won't win any awards, they do the job as painlessly as possible.

But remember, *Shenmue* is probably the most voice-heavy title to date on any system, with every single human character in it emitting at least a sentence or two. The dialog is well written and the translation is quite good, on the whole. Characters retain their proper Japanese names and not one whit of the game has been dumbed down for the US audience (like games we've seen in the past). For this, Sega deserves a godly amount of kudos. The bulk of the chatter you'll hear is natural and responsive, without so much as a hiccup. And at some point,

you'll find that you're only listening for content—and overlooking the awkward bits.

Truth of the matter is that *Shenmue*—along with most of the main characters in the game—have voices that actually suit them quite well and work (with some obvious exceptions... "cough" "Fuku-san" "cough"). The only real problem with the voice acting lies with the countless auxiliary characters that roam the streets of Yokusuka. Many of them are repeated (I think I spoke to the same girl, in different guises, about five times in a row), and this can pull you out of the game very quickly. But when it starts to bug, you can always turn off the voices and opt for text only, or switch to *Shenmue Mode* (which can skip through the voices quickly while



Just when you think that all adventure games feature whiny gals riding on the coattails of heel-pushing, overbearing, alpha-type Hazuki! Confident and relentless, he's like Jet Li with a forklift license and a kitten at home to care for. Here, he demonstrates a move taught to him by Tom, the hotdog stand owner. It looks a lot better when Ryo does it.

WHILE SHENMUE SPANS three full 60-GB-ROMs, the game comes packed with four. What's on that mysterious fourth GD-ROM, you ask? The Shenmue Passport, of course! Using your VMU saves, you can do several things with this disc: play back collected movies from the game, listen to favorite music tracks, learn more about the game through a

series of "face demos", or connect to the Shenmue Internet homepage to check for new goodies and whatnot.

The Passport disc serves as a neat little addition to the overall package, and it effectively shows off the game's good looks to boot. It's the quickest way to impress stubborn naysayers who persist in claiming that videogames are kid's stuff.



Shenmue's cast ranges from intense to whimsical to just plain weird. Case in point, Goro (far left above). Just wait 'til you meet him.



STICK A FORKLIFT IN IT—IS IT DONE?

EVER DREAMED of driving a virtual forklift?

Your dreams are answered when Ryo takes up a day job at the docks. Weirdly enough, every morning before work you'll get to race four other forklifts around the harbor in hopes of snagging first place. It's tough, so don't count on winning immediately.



experience to every gamer."



displaying subtitles). This way, there's something for everyone.

Even for a voice-acting snob (like me), Shenmue was mostly a delight. As a whole, I left the voices on and remained completely involved in the game—and the soundtrack and environmental effects are truly unparalleled. Just so you know.

Mortal Combat

Of course, besides the adventure elements in Shenmue, the real meat lies in its action segments, which can be divided into Quick Timer Events and something referred to as "Free Battles". Both types of action were engrossing for their own reasons.

While the QTEs in Shenmue have often been scoffed at as

nothing more than a Dragon's Lair upgrade, I beg to differ. Though you have minimal control over Ryo during QTEs, Ryo will actually react if you miss your cue to press a button.

Hitting buttons at the right time is of crucial consequence to the actual action—when Ryo sneaks into the docks, for instance, he'll bang his head on a guard's desk, knocking a flashlight off. He must then catch it so as not to alert the guard. It's a moment of pure adrenaline.

Free Battle is something altogether different. Ryo will often find himself confronted by thugs that are just begging for a bruising, and you'll be able to utilize any of a huge list of fighting moves. Whether it's a special kick or a devastating

throw/grab move, you'll have to dive deep into your arsenal of moves in order to survive many of the Free Battles that lie ahead. You'll also find yourself attacked on all sides by more than one foe, quite frequently—these situations comprise much of the sweaty-palmed moments found in Shenmue.

With a regenerating health gauge, you may have to flex a little skill in order to take down some of the game's later boss-type brutes, but you can practice your moves throughout the game in different areas like the Hazuki Dojo. The variety of gameplay modes keeps Shenmue interesting and well paced throughout. Just when you think you've had enough of cruising the city streets or asking questions around town,

you'll find yourself in the middle of a QTE or fight.

The End?

And this is what Shenmue is all about. But even a six-page review doesn't do it justice. Shenmue is about a lot of things. On one hand, it's about a young man searching for his father's murderer. But it's also about the lives of people going to work, coming home, falling in love, shopping at the store or just drinking a soda. It could also be about mastering various styles of play that include fighting, adventure and sim elements. It manages to wear all these hats and still look, play and sound astonishing in the process. In the end, the best way to think of Shenmue is to think

of it as an unique gaming experience. And just imagine—this is only the first Chapter in the series. Please, don't miss it. ☺



Official Magazine
Dreamcast

PUBLISHED 2000 DEVELOPED AMERICA BY SONY COMPUTER ENTERTAINMENT AMERICA ONLINE NO. 001 PRICE \$49.99

GRAPHICS 10

Detailed, multi-layered, highly detailed graphics

_SOUND 9

Beautiful soundtracks great environmental sounds

CONTROL 9

Interactive with a lot learning curve. Camera during Free Battles is a little off at times

GAMEPLAY 10

Entertaining, interesting and overly addictive

Score: 10

Stunt, race and battle freaks, unite.

Ray's

TV

TIPORI

SAN FRANCISCO BART Train
Service and Equipment © 1996
BART, Bay Area Rapid Transit District
and San Francisco Municipal Railway
District. All rights reserved. BART
is a registered trademark of the
BART Board of Directors.



GAME BOY
COLOR

Sega Dreamcast

JM



2049 RUSH ST.

It's San Francisco Rush™ 2049. The only high-octane title that brings together three games in one. Including Race Mode, where you scream through 6 futuristic San Francisco tracks; Stunt Mode, with insane air and gravity-defying tricks, and finally, Battle Mode, with four-player capacity that lets you lock and load your way through 8 killer arenas. The pedal-to-the-metal arcade favorite is back with all new features and something for just about every octane junkie, including online ghost races for Sega Dreamcast®. Gentlemen, start your adrenal glands.

RUSH
San Francisco
2049

ADRENALINE³

DG INNATION

Dream Web 101

Build a bigger, better website with Dreamcast!

Getting hit stinks. Getting hit on the World Wide Web—if you're a webpage—doesn't. The awesomely endless world of the Internet awaits...but you have to do far more than scrawl your name on a virtual wall to send a message that people will actually see. Creating an effective webpage is a daunting prospect—but we're here to tell you it's not impossible. If you've got a Dreamcast, a few simple tools and something to say, the task can be accomplished by just about anyone (for the record, anyone includes you). Here's a few helpful hints...

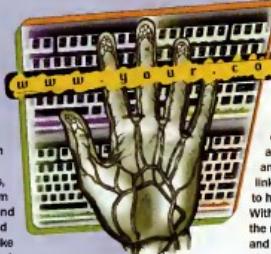
All you need is a Dreamcast, a few simple tools and something to say... We're here to tell you that creating a webpage is NOT impossible.

First, decide if you want to make a single webpage or a whole collection (more commonly known as a website). Then, using an archaic implement called a "pencil," sketch out some

designs for your new dotcom. Note all of your ideas for text, pictures, and music; drafting these details in advance will save you hours later on.

Once the skeleton has been assembled, you'll have to locate an Internet home for it to live in—and these days, you can buy space from a Web host for the grand sum of zero dollars and zero cents. Providers like Angelfire, Talkcity, Tripod, and GeoCities will sell you a Web address and memory enough to store a truly

Godzilla-sized work of genius in exchange for nothing but the right to post ads and banners on your site. Some even go an extra mile by providing new



Web designers with helpful hints and neat libraries of pictures and banners that can be swiped and used at will.

The options offered by each host can vary widely—so we recommend that you check out many providers before committing to one. And be warned: hosts do control the type of content posted on their sites, so material that's deemed offensive will be gone faster than cherry pie at a weight loss convention.

To create your site, you'll use HyperText Markup Language

(HTML). Luckily, it's is remarkably easy to learn—and tutorials virtually litter the Web. Once you get the hang of the code you can easily post pictures and text, create designs and animations of all shapes, sizes and colors, and even put in clickable links which will enable users to hop directly to related sites. With flexibility enough to fulfill the needs of both neophyte and hardcore programmers, HTML is all you'll ever need.

To begin coding, set up your Dreamcast (with handy built-in modem) and keyboard, and log onto the Net. Although the DC's Web browser is still in its infancy and doesn't support goodies like FTP (File Transfer Protocol, used for sending large files back and forth with ease), DC-specific tools like the PlanetWebMaster and Power Web Designer can get you access to plenty of pictures and sound files. Fit the pieces together, and your site will soon be taking beauuuup sweet hits from PCs and DCs worldwide.

WEB SLINGERS

Using satellite technology developed in Guam and ultra-stealthy frictionless browsers, our intrepid spies have scanned the World Wide Web for the biggest and brightest pages created on Sega Dreamcasts. If you're looking for inspiration, just send your browser to the following addresses:

<http://segadreamworld.tripod.com/>

This Dreamcast site contains movies, saved game files, reviews galore and the classic "Sega scream" sound sample. And don't forget to check out the gallery, wherein you'll find the above pic of DOA2's Kasumi. We think it's pretty neat... .



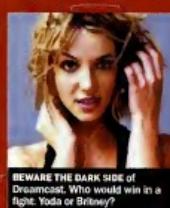
MMHHHHH... FAN ART... We could show you the rest of this hand-drawn tribute to Kasumi. But then we'd be fired.

<http://members.xoom.com/polkemaine/dreamotaku/>

"Dreamcast Otaku" hasn't been updated in a long while, but it still features some very nice graphics and animations—and it serves as a perfect example of how Sega's console can be used to full advantage in creating a solid website.

<http://www.angelfire.com/pop/world/>

We are personally repulsed by the idea that ANYONE would create a site devoted to bubblegum pop icon Britney Spears, but we have to admit that we see some solid design elements here. Daniel, creator of "Daniel's Britney Spears



"Paradise" keeps it simple—and in doing so, he succeeds (if you can call it that) in promoting all of the various virtues of Ms. Evil 2000 and Beyond.

This troubles us. Clearly, the Dreamcast can be used for villainous purposes as well as for good. Make sure you learn the difference. Please. For us.

<http://www.expage.com/seamauswebsite>

Jump to this page for comprehensive coverage of Sega's quirky pet simulator, Seaman. There isn't a lot of graphic flash here; just a lot of solid information presented to readers in the most palatable way possible—and plenty of links pertaining to Sega's obnoxious fish friend.

In Association with





The Ultimate Guide

http://dreamcast.planetweb.com/com_munity/homepages/

You can go elsewhere to learn how to cobble a website, but Planetweb.com has created an invaluable guide specifically for Dreamcast owners who want to strut their stuff on the Internet runway. This handy-dandy page includes links to free Web hosts, plus access to three solid HTML programming guides and all sorts of wonderful extras—including four libraries full of free graphics.

We can't pack ALL of Planetweb's DC-friendly good stuff into this dinky box, but here's the 50-cent version of the list: free programs for creating

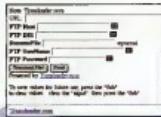


Essential Web Tools

There's a load of tools out there that have been carefully custom-tailored to make your Dreamcast building project a lot easier. Here's a sampling of some of the best—for more, just surf on over to <http://dreamcast.planetweb.com>. New resources show up all the time.

TOOLS

<http://www.transloader.com>
Want File Transfer Protocol (FTP) right now? Transloader lets you download files from



any site and store them on another server (like the one that's hosting your site).

<http://www.coolext.com>

It's free, it's easy—this URL enables you to create all sorts of text treatments pictures, graphics, textures and even logos in mere minutes (the



We made this DC Nation logo in just a few minutes using the tools at www.coolext.com. You can too!

logo pictured here, for example, was produced in only 30 seconds by an eight-fingered monkey)—although the font selection is slim. This site also offers access to downloadable buttons, backgrounds and links.

PHANTASY STAR DIMMED
News from Japan seems to put a crimp in plans to make Phantasy Star Online a global phenomenon. Sega has been hoping that the entire world would be able to log on and play together, communicating easily via a "symbol-based" language—but Sega of Japan now states that PSO will utilize only the conventional languages of English, French, German, Japanese, and Spanish. Which sucks. While these do indeed represent the world's five "major" tongues, speakers of Cyrillic-based languages (like Russian and Greek) and of Chinese—all 1.2 billion of 'em—will be left in the cold. Brrrrr.

SEGA EXPANDS TO TAIWAN
Sega.com will be teaming up with Taiwan Internet-service provider GigaMedia Ltd. to build an online gaming network, the Ooy Jones reported recently. The partnership will focus on localizing Sega Dreamcast games for Taiwan's subscribers, translating Sega games into Chinese, and working with local game producers to come up with new titles. In addition, Sega.com and GigaMedia are jointly developing both an online game website and a content-based website containing summaries of Sega games.

Why? Sega.com's president and CEO, Brad Huang, says that

<http://www.extreme-dm.com/tracking/>

Want to know how many people are visiting your new creation? Jump to this website and try out the free Extreme Tracking program.

<http://www.cod4.com/creations/banner>

The Banner Generator lets you create all sorts of banners, clickable buttons and ads for your website. You can choose

gorgeous banners, buttons, and text logos; a comprehensive guide to Dreamcast Web design; an uber-cool VMU file tool (so you can upload all your saved Dreamcast game files to your site); a rogue program that enables you to access images and sounds for use on your site via FTP; and a nifty scanner that can scour the Web for whatever you want to find.

Anna Kournikova is NOT on this site. But we got over it.

And when you've finished your masterpiece, you can post its address in the site's index of new pages, and invite all of Planetweb's users to come over and play in your virtual sandbox.

from a variety of special effects, fonts, borders, and coloring; check out our example below. PS—it's free.

<http://www.3DTextMaker.com>

Tap into the powerful 3D Text Maker program or access neat goodies such as GIF Works (which lets you tinker around with all the nooks and crannies before you sign up). Remember: a website isn't much good if you're the only one who can see it. So get it up, already!

Free Web Hosts? Gotta be a scam...

But it's not. Luckily for you, we live in a crazy, wacky world where dolemites flourish and breed, trading at hundreds of times their given earnings while showing users their panties for free. Well, you might not be one of those guys who's getting rich by gambling on tech stocks (believe us, we're not either), but you can still horn in on some great giveaways by signing up for free web space. Some of these wackos are offering 50 megabytes of virtual real estate for nothing! And it's not even in a bad neighborhood.

There's a catch, of course. All of these companies will be posting ads on your site. But that just makes it look more like a real website, doesn't it?

So, All of the companies listed below are compatible with the Dreamcast's browser. Each offers a different package of options...so pore around in all the nooks and crannies before you sign up. Remember: a website isn't much good if you're the only one who can see it. So get it up, already!

PROVIDERS

www.angelfire.com

Gives you a whopping 5MB of memory space to start off with (it maxes out at 30MB) and includes all sorts of neat tools such as a cursor modifier and special effects program.



WHAT ARE THEY—HIGH? Tripod provides a content-rich 50MB+ for free. Come get some!

www.tripod.com

A burly 50MB can be had at Tripod, and the service also provides the standard extras...

www.talkcity.com

This site provides 12MB and allows you to install ready-made chat rooms.

56 INVINCIBLE LEGENDS.

1 INCREDIBLE FIGHTING GAME.



Sega Dreamcast.

The world's most insane tag-team fantasy fighting series is beyond belief in *Marvel vs. Capcom 2* for the Sega Dreamcast. An unprecedented total of 56 playable characters include the debut of Jill from *Resident Evil*, Tron and her Servbots and Cable from *Marvel Comics* fame. Experience arcade perfect fighting with 3 on 3 tag-team battles, unbelievable control and hyper-fast animation. Pick a fight with legendary Capcom characters and Super Heroes from the *Marvel Universe* and prepare to be amazed.



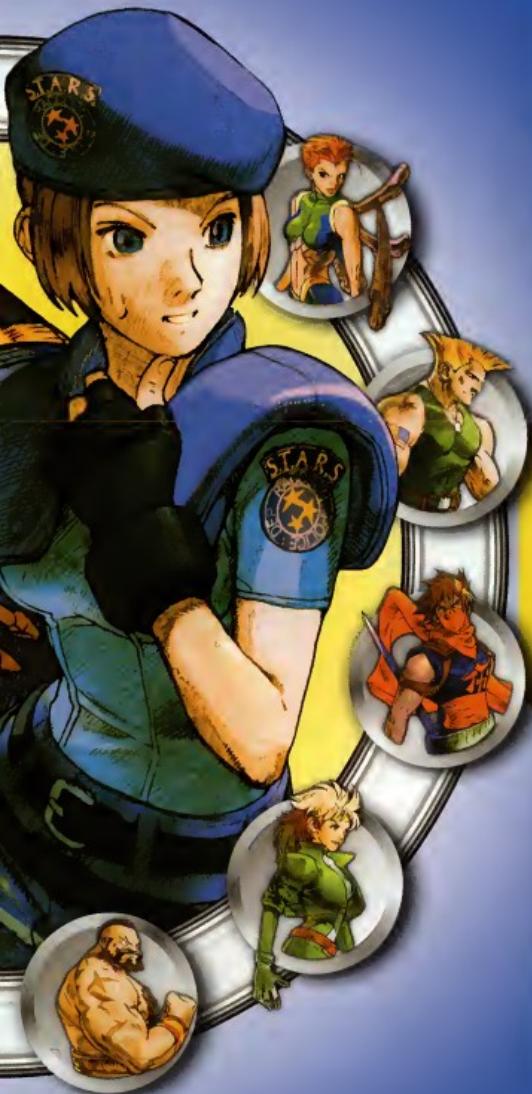
Animated Violence
Animated Blood
Suggestive Themes

CAPCOM
WWW.CAPCOM.COM

Sega
Dreamcast.

MARVEL

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- Superior rally racing
- Powerful track editor
- Crossroads, short cuts and double road super stages



**GET CLOSER TO GOD
THE HARD WAY**



eden
STUDIOS

Sega Dreamcast.

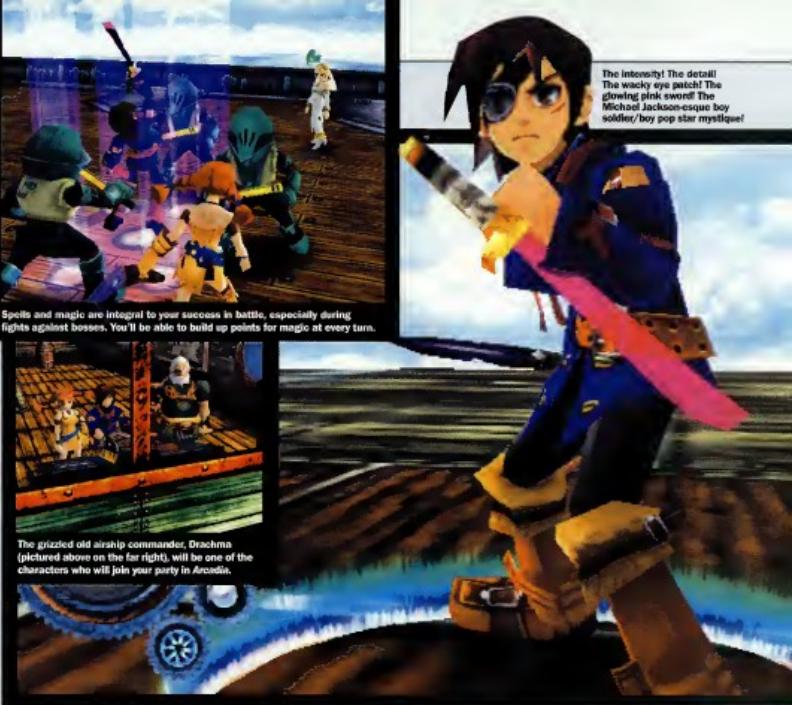
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TEST DRIVE V RALLY™



COMING SOON



Skies of Arcadia

With Dreamcast's RPG season just around the corner, it's time to start saving up those vacation days

With Grandia II set for a December release and Phantasy Star Online just around the New Year's corner, it might be easy to lose Sega's upcoming stunner, *Skies of Arcadia* (formerly *Eternal Arcadia*) beneath the kudos and hype. But ever so quietly, the reenergized Over Works team has been tooling and retooling its massive RPG, crafting a game that's set to become everything to Dreamcast that Panzer Dragoon Saga was to Saturn. Yes, it's that big.

Spread over two GDROMs and boasting an impressive

gameplay length of 50+ hours of roleplaying euphoria, *Skies of Arcadia* tells the tale of a young wannabe air pirate named Vyse, who sails through the skies on his father's coattails. The father son duo plots a massive ship under the aegis of the Blue Rogues, a group of pirates who're dedicated to doing the "right thing"—i.e. giving to the poor, protecting the innocent, etc., as opposed to doing the more stereotypically piratey "wrong things" (i.e., raping, pillaging, teaching many parrots to swear entertainingly, et al). Starry-eyed Vyse dreams of

FLASHBACK!

SKIES OF ARCADIA was first unveiled to the public last year during Sega's Japan Expo Press Show, and referred to as *Project Aria* and featured a much different look at character illustrations. Unfortunately, they didn't match those in the game, so we're thankful they've been "retouched."



having a ship and a pirate gang to call his very own (www), but he needs to prove himself before he can earn his wings. And of course, Vyse's noble nature will soon be tested by a slew of villains and vicious confrontations with that good ol' "ambitious, overreaching evil."

Vyse's company includes two lovely ladies who just form the corners to a very interesting love triangle: Alka, the bouncy, perky fighter who grew up with Vyse, and Fina, the wispy, ethereal spell-caster who remains very much an enigma.

Welcome to COMING SOON

Previewed This Month

Anticipation is sweet, and these DC games could be even sweeter. Read on, and find out what you'll be playing in months to come!

- SKIES OF ARCADIA/66** A classic RPG in the making...
DARK ANGEL/72 Two great tales that taste great together
PICASSO/74 It's like *The Thomas Crown Affair*, but not sticky
URBAN CHAOS/74 The PC cops 'n warfare title comes home
EXTREME SPORTS/76 But is it too extreme for the kids?
STARLANCER/76 Lost in space, with lots of ammo
JET GRIND RADIO/78 This is a graffiti simulator, folks, okay?
ARCATERA/79 For the point 'n click in everyone
SEGA MARINE FISHING/80 Don't get a bass anymore
SAMBA DE AMIGO/80 Get in touch with your primate side.
DAVE MIRRA FREESTYLE BMX/80 King of the dirt road
CHAMPIONSHIP SURFER/80 Sand, surf and helicopters?
NAPPE TALE/82 Is it coming to the US? Yes? No? So...
OUT TRIGGER/84 Japan goes FPS crazy and this is the result.
PBA TOUR BOWLING 2000/85 Um, need we say more?
THE GRID/88 Midway gets that warm, arcadey feeling
SNK VS. CAPCOM/93 It's Mail! It's Mail! She's back! Woohoo!

INCOMING!

All Dreamcast, all the time: planned releases for 2000 and beyond

- Bringer of Shogun**
Indy Power Action
NSA Police Corps FPS
Metal Gear Solid 3
Tokyo Xtreme Race 2 Racing
Buzz Lightyear Action/Adventure
Dark Angel Action
Hall-UPS FRS
Metropolis Street Racer Racing
Ms. Pac-Man Maze Mad. Action
NBA2K2 Sports
PBA Pro Bowling Tour Sports
POD: Personal On-Demand
Quake III FTS
Samba de Amigo Arcade
Silent Scope Arcade Shooter
Spawn FRS
Starlancer Online Shooter
Stupid Invaders Adventure
The Grinch Platformer
The Mummy Action
Vanishing Point Racing
Wario - Best Up a Millionaire Party
World Pinball Federation 2000
107 Dimensions Rescue Adventure
Aeon Man: Sage's Heroes Strategy
Dave Mirra Freestyle BMX Sports
Des Anarchy Shooter
Dragon Riders Adventure
Dragon Riders Adventure
EDW: Anarchy Rule Westing
Evil Dead: Hall of the King Action
Evil Twins: Captain's Chaos, Adventure
Goku: Monkey Racing
Great Axeheads II & III (M) (M)
Heros of Might & Magic 3 RPG
Holy Calves Game Casino
Ice Age: The Video Game
M.A.U.L. 2002 Action
Matt Heffner's PreBMX Sports
Powerwavers Strategy
Prince of Persia 3D Action
Pro Surfer Sports
Ready 2 Rumble 2nd Run Sports
Reckless Racers
Rhythm Zone
Sharknado Adventures
Silken Assassin RPG
Snow Cross Int. Cheap, Racing
Soldier of Fortune Action/Shooter
Soldier of Fortune Action/Shooter
Sonic Shuffle Puzzler/Puzzle
Speed Devil 2 Racing
Speed Devil 2 Racing
Star Gun Action
Street Fighter 3: 3D Edition
Tony Hawk's ProSkater 2 Sports
Driveway Action
Grandia II RPG
Max Steel Action
Astro Powers: Mojo Rally Racing
Bandit Gangster Elite Shooter
Big City Action
Bigfoot: Ripped Adventure
Messiah Action
SNK VS. Capcom Fighting
V.I.P. Action
World's Dead, Pol. Chases Driving
Star Wars: Super Starfighter Racing
Test Drive Le Mans Racing
Test Drive 3: The Hunt
Worms World Party Multiplayer
Arachnid Abduction
Armada II Shooters RPG
Black & White Strategy
III Bad Action
Independence War 2 Shooter
NRW: Hobo Sports
Monkey Island Online RPG
Scalper: Wild West Adventure
13 Wheeler Action/Tracker Driving
Planet of the Apes Action
Sonic 2 Action
Buffy the Vampire Slayer Action
Agartha Adventure
Along in the Dark IV Adventure
Galleon Adventure
HeadHunter Adventure
Hyperdrome: FAMA Shooter
Dot Matrix Shooter/Action
Praxis Action
Quark RPG
Sanity: Alken's Artifacts RPG



throughout the game. Although Over Works' Shuntaro Tanaka (director of SoA) stresses that the friendship between these two girls and Vyse is purely platonic and will remain so over the course of the game, we have our suspicions otherwise. After all, what's an RPG without a little romantic tension? And with the night-and-day differences separating Aika and Fina (tough girl vs. proper lady), we'd be disappointed if the sparks weren't flying by disc two.

Actually, Fina's mysterious nature and ambiguous past will

end up propelling much of the main storyline in Skies. Neither Aika nor Vyse know much about her at the start of their journey—instead, they stumble across little clues and random pieces of her puzzle throughout the game, thereby helping the player discover who she is and where she came from. Cool.

And while the idea of a "bunch of fresh-faced adventurers confronted by nefarious evil while trying to solve the riddle of one mysterious girl's past" isn't exactly the most original idea under the sun (especially for

veteran RPG fans), the execution of said concept truly is. If you've been following the twists and turns of *Skies of Arcadia's* development from the early days (as ODCM has), you'll already know that the game's journey takes place during a decidedly different era from most RPGs: a sort of futuristic, fantasy-driven Era of Discovery, stocked full of air pirates and the like. Now, take that premise and spread it across a massive number of "countries" or "cultures," as Mr. Tanaka describes them to us during a recent conversation with mem-

Did someone say "gorgeous"? The special attacks in Arcadia are more visually stunning than 99.4% of everything else we've ever been stunned by.



MUST-PLAY RPGS

NEVER IN THE GENRE? Only had a PlayStation before your Dreamcast? Then you're definitely missing out on some of the best RPGs ever to grace the small screen!

PANZER DRAGON SAGA (Saturn): Innovative game play, gorgeous graphics and incredibly deep battles all make PD Saga one of the classics of our time. Ride dragons and battle massive monsters in the navel.

SHINING FORCE SERIES (Genesis, Sega CD/Saturn): One of the premiere strategy RPG series of the modern era of gaming. Control massive forces and guide them on pit-hazed battlefields to victory.

PHANTASY STAR 1, 2, & 4 (Genesis): What are you doing reading this? Phantasy Star was seen as the very first true console RPG ever, and it showed a good amount of depth, graphics and gameplay for the masses. Oh, and skip PS1, Ick.

LANDSTALKER (Genesis): Action RPGs took a long time to mature, but Landstalker's 3D view optics and three puzzles. A good premise made the PS action found in Woevery Dreamcast's Aband.

LUNAR 98 & LUNAR 20 (Sega CD): Remastered save of charm and voice in one of the most beloved 2D traditional RPG series ever. Hands down, our favorite.



One of the most striking elements in Arcadia is the eloquence of all of these characters' facial expressions. Look and marvel. Make a friend.

bers of the US and Japanese development teams, and you have something that sounds incredibly provocative.

Mr. Tanaka and SofA's US producer Klyston Vorlick explain that each of the game's various countries has its own style of dress, language and culture. And this micromanagement of detail also spills over into each specific world's landscape and dungeon designs. A subtlety like a waterfall cascading down a dungeon wall, for instance, will call your attention to the possibility of a secret passage lurking below the foamy depths.

One of the more impressive factoids that we learned during our visit with the Over Works team was the inclusion of the floating village/ship. "At some point in the game, Vyre is finally able to live out his dream of captaining his very own air ship, but his work doesn't end there: now, he has to find a crew. In a scenario very similar to the way castles are constructed in Konami's Suikoden series, Vyre must procure able-bodied citizens to beef up the population on his ship and keep everything in running order. When asked about this feature's similarity to



During combat, your dexterity and quickness are the keys to getting the jump on your opponent. If your stats are slower, you might have to do a waiting before you can even lift your sword. There's always the chance of placing a perfect counter-attack that can help you out of a bind—but don't rely on it.

Can't say that Over Works is running dry in the enemy design department. Just check out that mechanical bull thing (left). Tora!



RPG LOVE, MANGA-STYLE!

WHILE ARCADIA ISN'T officially a manga series, the game's creator—team Over Works—has posted a one page comic-style add to its characters section of the website. Check it out while you're working on the game's Japanese homepage. Do your mangajinse research at <http://www.arcadia.jp>.



Suikoden, Vorlick explains that the player's interaction with members of the ship's crew is far deeper and more responsive. He also adds that each of the crew members will serve many more functions—with the exception of serving "duty" in your battle party. This is undoubtedly one of the coolest features that will appear in SofA, and we can't wait to test it out for ourselves.

With both the skies and the ground open to exploration and discovery, players will truly be able to go anywhere and do (practically) anything they please. Add to

this the potential to travel around on foot, to view the environments in first person perspective for closer inspection, to take advantage of roof-collapse techniques when entering houses or buildings and to react with convincing facial expressions, and you've entered a game that is not only technically ambitious, but an adventure aiming at something more memorable than a simple hit point quest.

Battle has been tweaked, according to Tanaka, in order to keep the game's pace upbeat and quick. You'll be able to stock up to four characters in your

The Over Works team went for broke by adding so many minute, precious elements into *Sofa* that you might not even notice the big things, like the sense of scale in the ship crash scene (below), or the roof dissolves (right), when you're exploring town.



MEET THE MAKERS



SHUNRO TANAKA (left) and REIKO KODAMA are RPG heroes. Collectively known as the Over Works team, their credits include the original fantasy RPG *Star Ocean*. That is why we chose them. They're the ones responsible for the intricate set designs and signed enlargements (we did manage to snag their John Hancock on our copy of the TGS demo of *Silves of Arcadia*, which you can't see at all in this photo, of course). In a rare moment of intimacy (sheesh), Producer Kodama told us that she would like to work on an online RPG in the future. She's so swell.

immediate battle party, each with his or her own signature specials and attacks. Over Works also hints that of the six playable characters available throughout the game, one is super-sexy and is discoverable only through gameplay. (Any hints we asked? "We took the ensuing total silence and cessation of pithy shouting of teeth as a no.") Add to this the ability to pit ship against ship during mid-air raids and what-

not, and you have something that is sure to delight and amaze all of those long-suffering and incredibly patient RPG fans—some of whom, we're told, have been getting desperate enough to start pawing through old boxes full of D&D paraphernalia and wondering if anyone they know will still play with them. When this game releases in November, ODCM will definitely be first in line.

FRANCESCA REYES



OfficialDreamcast.com Dreamcast.

PERIODICALLY UPATED WITH THE LATEST NEWS, REVIEWS, FEATURES, AND ONLINE GAMES RELEASE DATE NEWSLETTER.

PLUSES [+]

Translation! This localization writer for Saturn's *Renzai Dragon Tape* on Saturn is handling it, so no worries.

MINUSES [-]

Bottom line: *Gorka Morka* is a bit of a letdown, but it's still a fun game.

BOTTOM LINE [...]

Gamer Arts' best competition Stateside... and we aren't complaining. Bring it!



See these fire effects? Pretty subtle, eh? File these graphics under Things You Still Can't Do At Home With Photoshop. Even S.S.

Gorka Morka

Kiddie cart racing, it's not

In case of the strangest but more creative uses of a license, Ripcord Games has put the Warhammer 40,000 universe to excellent use in one of Dreamcast's most enticing combat racers yet. If you're unfamiliar with the orc-laden mythology of the Warhammer 40,000 franchise, just try to envision the desert-type world of Mad Max gone horribly green and plop some orc-creatures into vehicles ready for combat, and you'll have something that resembles Gorka Morka.

It takes your old school action. The result is something akin to Twisted Metal on steroids. Add to this a split screen feature for use when playing with friends, and there's plenty of adrenaline-fueled action to be had.

Ripcord's emphasis in promoting the game has been on the total customizability of cars. Not only will you be able to upgrade tires, chassis or weapons, but you'll be able to earn cold hard cash to completely alter vehicles to your specs.

And you'll need all the help you can get. Your opponents aren't merely orcs folks driving in rival cars; the spectators in the stands can get in on the action by either cheering you on or by dousing you with garbage and other nasty stuff. And

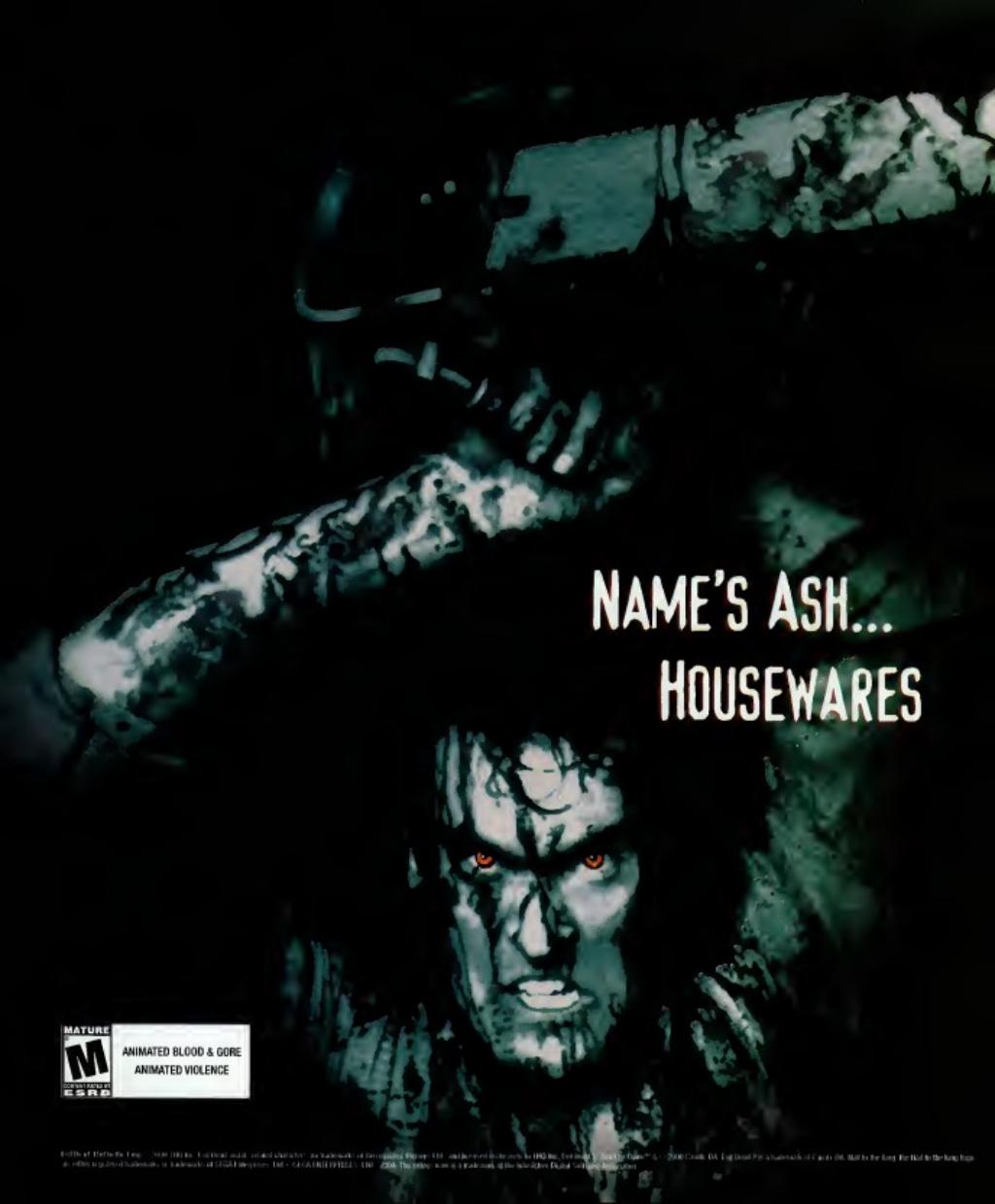


This game really is full of surprises. Not only has it been constructed off the racing engine used in *Jeff Gordon Racing* (as developed by Real Sports), but it also implements fully customizable cars fitted with turret weapons. Players can either choose to man the guns or to drive the vehicle (in single player mode, the game's Al

on top of this, you'll have to keep an eye out for pitfalls and booby traps appearing along the route—it's one crazy trip. Look for *Gorka Morka* to hit stores and SegaNet (for up to eight players!) in November.

FRANCESCA REYES

PUBLISHER RIPCORD DEVELOPER REAL SPORTS DESIGN CONSULT REIGN PLATFOR MEGABITES DREAMCAST RELEASE NOVEMBER



NAME'S ASH... HOUSEWARES



MATURE
ANIMATED BLOOD & GORE
ANIMATED VIOLENCE

EVIL DEAD

HAIL TO THE KING

CHAINSAWS, BOOMSTICKS,
AND DEADITES, OH MY!

SLICE AND DICE THE UNDEAD
WITH A WEAPON IN EACH HAND.

FIGHT EVIL ACROSS THE SPANS OF TIME: FROM
THE INFAMOUS CABIN TO ANCIENT DAMASCUS.

BEST OF ALL . . .
BRUCE CAMPBELL AS ASH!



Screenshots from Sega Dreamcast



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EUROPE: WHAT IS IT GOOD FOR?



WHY SQUANDER hard-earned cash on a trip to smoggy Paris when you've got games like Dark Angel? The level of detail in this architecture is astonishing; it should help justify your arguments to the accountants this year's vacation fund on more games.



Like a smarter, sassier Lara Croft for the Dark Ages, Dark Angel's Anna promises to pack more moves and splendid special powers into her tiny 'lly fann pack than Lara has in her entire backpack inventory. Sweet.



With its flair for the cinematic, we expect to see big-screen quality visuals in Dark Angel. Metro3D may well have a holiday hit.



It looks like Metro3D will be including some ultra-advanced features in its finished Dark Angel; the best being an assortment of totally interactive environments and characters. Every action you take will be reflected in the game's ever-developing landscapes and townscapes!

SHE SERVES UP MAYHEM INSTEAD OF BEER!

ANNA MAY look like a demure Bavarian barmaid—we get thirsty just looking at her—but don't be fooled. She's damn handy with a sword and can slice up deranged mutants faster than you can say "St. Pauli Girl." She also wields a few special powers, not least of which is the ability to make men lose control of where they're looking.



Dark Angel Vampire Apocalypse

WANTED: Sassy Swashbucklin' Lassies w/ Special Powers, no exp. necessary

Metro3D's first step into Dreamcast's world was an ambitious space shooter/RPG hybrid—no easy feat to produce—and the company's second DC outing looks to be even more epicly creative. It's a 3D polygonal sword-slaying action adventure (with a twist, over ice) called Dark Angel: Vampire Apocalypse. We've seen the screens, we've seen the movies—and now we're seeing a future that features many towers of empty pizza boxes stacked up in padlocked, Dark Angel-inhabited bedrooms everywhere.

Framed by a world straight out of the European Dark Ages, the game follows the journey of Anna: a young girl who has been

assigned the unpleasant task of unearthing a cure for a deadly plague that is turning her fellow

REAL PLAGUES!

THESE MAY NOT actually be a plague that causes vampirism in humans, but interestingly, there are several diseases that's scientifically known as "psycho-mutations." The most well-known, mad cow disease, is still the most well-known. The "transmissible spongiform encephalopathy," but in the US, a sheep-borne disease simply called "mad cow" has been reported. USDA researchers and CDC cites "lip smacking, biting of feet and limbs, hopping up and down, a gait and swaying of the body, as well as signs of depression." And that's just the new human variants of the plague have been discovered, so keep your sword handy.



villagers and humans into psycho mutants. And here's the great bit: since she possesses "special" powers (not to mention being damn handy with a blade), Anna is no one to inspire tears of pity. As far as we can tell from the info we've gleaned from screens and ingame movies, Anna is nothing short of spectacular. Her moves range from the typical sword thrust to some very nifty jumps and flips, and she'll have to use every trick in the Female's Guide to Defeating Videogame Evil to defeat the intelligent creatures that form her ranks of enemies.

Metro3D has implemented an ultra-responsive engine designed to affect both enemies and allies,

so that each of your actions (including your treatment of and conversations with townspeople) has an impact on the game's outcome. Citizens can join up as allies or turn on you to become your foes; it all depends on how you handle yourself. Cool!

You'll also encounter a neat level-building feature, which will increase the number and variety of skills you can learn while simultaneously dictating the shape of your surroundings. Your behavior has a direct, developmental effect on the game's environments—so you'll notice that fields, for instance, will either burgeon with crops or fall to ruin.

The icing on the cake? An option that enables you to trade stats, abilities and items with friends through a VMU. Will Dark Angel light up our winters? We're betting on it. FRANCESCA REYES

Dreamcast

PUBLISHER/DEVELOPER: METRO3D GENRE: ACTION/ADVENTURE/ROLE-PLAYERS
RELEASE DATE: FALL 2000

PLUSES [+]

It's got a cattle, sword-wielding chick—what more could you want?

MINUSES [-]

We haven't actually played it much yet, so the questions abound.

BOTTOM LINE [...]

Showing 3D looks and more brains than the usual hack 'n slash fest. We simply cannot wait to see it in action.

**A**

SUPER RUNABOUT

**SAN FRANCISCO
EDITION**GRAPH
HILL

Challenge 16 Crazy Missions
With over 2 hours of game time!
Pick-up bombs, take out kidnappers, stop a runaway cable car and more. Every mission you complete unlocks new options, vehicles and sections of the map.

Z

Traffic Laws Are For Tourists

Everyone knows the shortest distance between two points is a straight line... especially when you go over, under or through anything in your way! White-knuckle it through the streets of San Francisco in Super Runabout, the ultimate go-anywhere driving game for the Sega Dreamcast. Drive anywhere you want through parks, buildings, garages and more... just don't let silly things like traffic laws get in the way of a little fun.



The More You Destroy the More Bank You Earn.
Rock up the cash by smashing through buildings and landmarks, over turning cable cars and taking out taxis.

"...may just give the taxi boys a run for their money."
Gamers Republic, April 2000

"Take the playability and polish of Croxy Taxi, throw in the seamy underbelly of GTA 2, then add a healthy dose of the interactive factor found in... Destruction Derby..."

Official Sega Dreamcast Magazine, July/August 2000

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Clearly, the offshoots in this game have not been cut from the same mold that produced the chiseled cops in *Urban Chaos* (see caption at right).

Picassio

Titillation for the art thief in all of us

Evry now and again, a game comes along that promises to leave the comforting safety of convention and take us somewhere new. *Picassio* is one of those games: it's got such an original concept that it'll either knock us in the face with its greatness, or create its own stinking pit of a genre titled "Why?"

Here's the schtick: two super-rich art collectors have challenged each other to gather the most valuable collection of famous art, and each has enlisted the help of a "specialist." As one of these specialists, the player will enter the rather cool world of an art thief. From either a third- or first-person perspective, he must outmaneuver the other specialist (i.e., the bad thief) in order to be the first to steal a series of art pieces.

Although you can set traps for your adversary, gameplay is primarily of the sneaking-up-on-'em variety—with plenty of guards to evade and security systems to beat (because a cat burglar scrounging around in an art gallery containing an active system clearly isn't very smart).

A hi-tech gadget bag will include thermal imaging goggles, light intensifiers and shadow hologram generators, but by far the coolest tool is the micro-camera. As you make your way toward your targets, you can hide these pin-head cameras in corridors and rooms. Once a camera has been placed, its viewpoint is displayed onscreen. And even better, several can be



PUBLISHER THQ DEVELOPER GEMINI GAMES RELEASE DATE SPRING 2001 PLAYERS 1-2

JOHN LEAVER



These environments are some of the most beautiful we've ever seen. In this game—they're certainly FAR prettier than most of their meaty streets. And check out Officer D'Arci Stern's "uniform": real officers never get to wear anything this cool (of course, since they wouldn't be terribly flattering to the pear-shaped physique shared by many cops, this is probably a good thing).



Urban Chaos

War on the streets? Grab a gun and join the fray

If you've ever had the urge to roam the streets kicking the crap out of anything that pisses you off, you might well find your calling in law enforcement. And while, the best of all possible worlds (or games), you'd find a career as a Boba Fett-type bounty hunter, in the real world (as well as in videogames) you're far more likely to live out your ass-kicking fantasies as a cop.

Urban Chaos enables players to enter the justice league as police officer D'Arci Stern, who can kick, shoot, gouge and stomp his opinion into any characters that he considers "bad." His mission is to seek out and destroy the secret plans of a nasty group called the Wildcats, who're bent on causing (you guessed it) urban

chaos. A mysterious vigilante named Roper will lend a hand by providing clues; he can even be controlled in some missions.

The PC version of *Chaos* received much praise for its gritty realism (read: spouting blood), and its guts will be lost in the conversion. In fact, aside from some added bonus levels and VMU-based weapon information (plus some new license taken with the weapons themselves, which now include knives, handguns, M-16s, shotgun and handgrenades), it's a direct port from the PC version—which isn't a bad thing. But you'd better be prepared to have a whole series of debates with Mom about the effects of videogame violence on your tender, fragile psyche—this

game is probably NOT good for the whole family.

With sprawling environments, kickable fallen enemies, litter that swirls in the wind and coldly wet-looking puddles, it's an unusually immersive experience. We can't wait to try on the badge.

JOHN LEAVER

Dreamcast

PUBLISHER EDGE DEVELOPER MUDPIE FOOT GENRE SHOOTER RELEASE DATE SPRING 2001 NO RELEASE DATE FOR DREAMCAST

PLUSES [+]

Fast-paced, violent arcade-style action with impressively detailed cutscenes

MINUSES [-]

Not the most sophisticated game at the party

BOTTOM LINE [...]

A PC gem, that's arguably more suited to consoles, which may shine on DC

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Extreme Sports

Get ready to slam that 'Dew

Long thought to be one of those quirky European things that would never see the Yankee light of day—like Swedish porn—Norwegian developer Innerloop's wacky pentathlon-based sports title, Extreme Sports (the name may change by the time it releases), has found a home with Infogrames. Set for an October release, Extreme Sports aims to please with five different events in three different locations.

Imagine navigating the volcanic landscapes of Maui while racing on a mountain bike, or hurling downhill at breakneck speed on a snowboard with only the snowy slopes of Norway to comfort you. You'll also discover yourself racing ATVs, hang-gliding and bungee jumping for trophies in both of the aforementioned locales. You can even brave the perilous terrain of the Himalayas.

Of course, while all of the events in this game consist of race-style elements (like ATV racing and mountain biking), you'll also have to hit a few goals along the way. For example, your glider (guided by a small plane) must be controlled so that it avoids certain balloons that slow your speed down, while aiming for other balloons that increase your gait considerably. Add to this a split-screen two-player

challenge mode, and you have a game that's shaping up to be a great alternative to the track and field Olympic titles hitting the market.

Oh, and didn't we mention earlier that Extreme Sports is a "pentathlon"-type game? This means that you'll be racing from the finish line of one event to the starting line of the next...on foot. Imagine enduring a grueling snowboarding run, just to start furiously tapping the 'A' button to hoof it to the next event. Expect nothing short of a button-pounding frenzy when the game hits shelves in October. Dare we ask, how radical is that, dude?

FRANCESCA REYES

PUBLISHER: INFOGAMES DEVELOPER: INNERLOOP GENRE: SPORTS PLAYERS: 1-2 DREAMCAST RELEASE DATE: OCTOBER 2000



The events will stay the same throughout different environments.

Players will run through a rigorous course of events that include snowboarding, speed gliding, and mountain biking—a nice alternative to all those new Olympic-style button mashers.

A solid looker with proven PC gameplay; other space shooters should take note.



Like many other titles in the genre, Starlancer will indeed have branching plot points in the story. Decisions you make early in the game and the effect they have on your first mission will be reflected in future missions. In other words, it's just like real life—only in space.



Starlancer

Crave spaces out. So does Fran. So will you.

It doesn't take a brain surgeon (or even a brain) to notice that the space shooter genre is sorely in need of some third party action. Now, Crave steps up to the plate with its PC-to-DC port of one of the best-looking titles in the category, Starlancer—and it's fully online compatible, to boot!

In an all-out war sometime in the 23rd century, it's your job to ensure that your troops come out on top (or whatever passes for top in zero-g). Taking a page from standard fare space-flight shooter-lore, the game features a branching storyline which, depending on how you handle your objectives in previous ones, will affect the outcome of later missions.

Crave, along with developers Warthog and Digital Anvil, has taken great pains to solidify the game's controls to suit the DC's standard controller. With the trigger buttons serving as acceleration/afterburners and brakes (Right and Left triggers, respectively), the face buttons will be firing weapons.

Online functions will enable DC gamers to team in the two arenas that the PC's Starlancer excelled in: Deathmatch and Cooperative Play. Deathmatch is, of course, exactly what it is—but the cool thing here is that it's the first time we've seen it in a space shooter. Cooperative mode, however, which enables gamers to pair up and play together against evil in specifically designed missions,

will most likely be the Starlancer junkie's addiction.

With SegaNet finally out of the womb, this game gives Dreamcasters yet another reason to dial into the network for some online camaraderie. So prepare for lift off!

FRANCESCA REYES

Dreamcast

PUBLISHER: CRAVE DEVELOPER: WARTHOG, DIGITAL ANVIL GENRE: SHOOTER PLAYERS: 1-4 DREAMCAST RELEASE DATE: TBA

PLUSES [-]

The space shooter genre is finally online and looking darned purty!

MINUSES [-]

Online functions weren't available at press time, so who's ready to fire?

BOTTOM LINE [-]

It's the first of its kind! Lance a lot!



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We Do Not Advocate The Use Of Firearms.
(Unless you're hunting down guerilla rebels)

Sega Dreamcast.

- Intense Military Combat Action
- Both First-Person and Third-Person Options
- Real-World Special Forces Missions
- Acclaimed Spec Ops Series Now On Dreamcast



Every member of your 'gang' of Rudies (i.e., skate punks) must be impressed into joining your motley crew. Girls like Mew (below) will pledge allegiance if you can best them in a set of three rounds of Simon Says, skate-style. Or so says Simon.



The character and level designs in Jet Grind Radio are unique. This is gen-X entertainment done right, without the sullen gloom of most games. "It's cool for kids." Hopefully, we'll be able to see non-playable characters like the über-hip DJ Professor K in skating form for the US debut. Sega has yet to confirm the character list.



You can play Jet Grind Radio on this November's issue of OEMC Demo Disc. Check out the OEMC website at www.oemc.com for more details.

With the police hot on your trail with an arsenal of "preventative" weaponry (like bomb-dropping helicopters), it's not unusual to find a boss level (left) with hippo-headed exotic dancers. Hmmm...

Jet Grind Radio

Smilebit's stylin' 'n' perpetratin' prodigies hits the streets

Not discouraged by the game's less than stellar sales in Japan—gamers there are still trying to get Sega to take back, apparently—Sega's new star development team, Smilebit, has been busy localizing Jet Grind Radio for our market and even adding to an already excellent title.

Yes, dear friends, we might need to declare this era of sub-par translations and perplexing cuts officially over when JGR hits our shores—it's now New York City-inspired level by itself would put it in a class by itself, even without the welcome addition of music by Jurassic 5, Rob Zombie and Mix Master Mike.

Aside: We have our very own Francesca to thank for these improvements. During her interview with the developers (featured in Issue #6), she threatened to tag the walls of Sega's HQ if our JGR didn't turn out to be better than theirs.

Often described as a mix between Crazy Taxi and Tony Hawk, Jet Grind Radio is in fact a whole genre unto itself. Rather than being an arcade game like Taxi, Jet Grind Radio feels more like an action adventure through its involving, interactive storyline (it changes depending on the order in which you finish levels), memorable characters and mission-based gameplay.

Tagging the streets of Tokyo-

to (and that infamous US level) while escaping from cops, dogs, helicopters, tanks and many other dangers that shall remain secret for now is indeed the game's main thrust—but it's actually only one aspect of the fun-in-jetpotum.

Occasionally, crazy skater kids will challenge you to a race or to imitate their daring stunts before they agree to join your team. Rival gangs will try to beat you in hectic "gang tag" battles in which you have to chase 'em down and tag their backs. The detailed levels will get increasingly bigger, eventually linking smaller sections together to form massive, action-packed areas.

You'll even be able to unlock freestyle modes to enjoy the stunning graphics and intuitive gameplay. And, believe us, you may be doing just that: skating for hours, pointlessly, just for the pure enjoyment of it all. For those of you who found satisfaction simply in flying with the dreamy NIGHTS on Saturn, JGR should bring back some of those fond memories.

While skating and pulling off tricks adds to the game's coolness factor, players won't have to memorize complicated combo moves à la Tony Hawk to fully enjoy the game. JGR's gameplay relies on only three



"Waiter, there's an Evan in my tag!"

Before you even ask the question—yes, we'll take any opportunity to whine our ex-staff members (okay, Evan hasn't officially joined ex-EIC, Simon Cox, or former Editor, Randy Nelson in the great ODCM beyond, but he's working on it). But Jet Grind gives us the perfect opportunity to do so in style, while showing off just how easy it is for gamers everywhere to put photos and other creations into tag format. You will soon be able not only to create tags with JGR's in-game painter-style edit program, but also to download pictures into your VMU from Smilebit's and Segi's website as email, large or extra-large tags.

The US's exclusive New York City level is shaping up to be just as cool and hip as the rest of the game.



Ever wanted to tag the Statue of Liberty? Dying to grind the rails of Times Square? Sage has answered your delinquent wishes with an all-new US level!

buttons: jump, tag and dash (for speed kicks).

But like any great game, it's easy to learn and difficult

to master. You'll have to challenge your reflexes and dexterity (so long, thumbs!) in order to collect all of the hidden tags, which you can later use as your own territorial marks. A typical scenario has you grinding an elevated highway sign and jumping on top of a speeding truck, merely to grab one elusive tag icon down the road. And according to Smilebit, the US version will have some additional exclusive tags!

Add to this the options of creating your own tags in a very user-friendly interface, downloading image (.jpg) files from any website to your VMU as "graffiti" and even exchanging tags with other grinders, and you get one of the most innovative and refreshing titles to come out in years.

By the time you read this, Jet Grind Radio will either be a couple of weeks away, or a

favorite already spinning in US Dreamcasts. Not only have we been coming back to the game again and again ever since its Japanese release in June, but we can't wait to put our hands on more of the good stuff. With its unique premise and solid gameplay, prepare to be addicted. JORG S. TITTEL

Dreamcast

PUBLISHER: SEGA DEVELOPER: SMILEBIT GENRE: ADVENTURE/ACTUION PLAYERS: TEHAN, WII, 2-4 ONLINE: NO DOWNLOAD: YES RELEASE DATE: OCTOBER

PLUSES [+]

Beautiful cel-shaded graphics, fluid animations, intuitive gameplay, kickin' beats and US exclusive extras!

MINUSES [-]

We want a multiplayer mode! And why couldn't Smilebit develop WS02041, too?

BOTTOM LINE [-]

With its originality and innovation, Sega's first new title since NIGHTS on Saturn, Jet Grind Radio should be a hit when it comes out this fall.



With a sub-head like Dark Brotherhood, would you expect these screenshots to be dark, somber and filled with kittens?

Arcatera: The Dark Brotherhood

The thrills of pointing and clicking

For those of you weaned on the good ol' point 'n click adventure of yore, UbiSoft is cooking up something tremendous. Sliding in as a heavy dose of fantasy, Arcatera will not only deliver a medieval-esque storyline (replete with hooded monk-type characters, loads of sorcery and a dash of corruption), but an unexpected style of gameplay tracked on a real-time clock. You'll have only three weeks to solve the main mystery of the plotline—so if you're exceptionally good under pressure, Arcatera is definitely your dish.

As an upstanding citizen within the world of Arcatera, it's up to you to sniff out the roots of a growing tyranny—the "dark brotherhood" (hence the sub-head of the game) known as the Black Sun is taking over in the small town of Senora. You'll embark on whichever quests or adventures you think you can manage (they're full of obstacles to overcome) in order to piece together clues, which you can use to figure out how to stop the rampant rule of the Black Sun wackos. But take note: you won't be able to do it all, so you'll have to choose your goals very carefully. After all, you don't have umpteen hours or days to play around with.

Once the game ends (depending on how well or how poorly you've performed), you'll receive a fitting ending that will either toast your

good fortune/big brain or condemn you to the miserable life of a pinhead, shunned for ruining the lives of all of the other people within the game. If you ever thought you were too clever for "usual" games, then this might be your chance to prove your tenacity and intelligence.

Bonus: you'll do it all with the help of the DC mouse, if you manage to track one down at the peripheral's release.

Arcatera isn't an action-packed joyride filled with exploding limbs and aggressive alien life forms (or maybe it is, depending on how the story unfolds). You'll have to use your brain, as well as a magic spell or two during attacks, and you'll be using a much more PC-type interface to do it all. But that's fine with old-schoolers, right? Arcatera releases just in time to cast a moody pall over the holidays in November.

FRANCISCA REYES

PUBLISHER: UBI SOFT DEVELOPER: SMILEBIT GENRE: ADVENTURE PLAYERS: TEHAN, WII, 2-4 ONLINE: NO DOWNLOAD: YES RELEASE DATE: NOVEMBER



You'll have to use magic and certain combos during action segments.

THE ARTISTS FORMERLY KNOWN AS R&B



SEGA OF JAPAN'S recent restructuring (see DC Direct, ODCM #7) gave its somewhat anonymous team the opportunity to make a name for themselves, literally.

Smilebit is an excellent example. The company was formed by four former developers at Bandai Works, the "first studio" never simulation game for four players on Dreamcast," according to producer Takayuki Kawagoe. Smilebit is also "planning to develop another [JGR] game. We're looking at adding multiplayer." As to what Smilebit's next project will be, the studio's marketing goal is to make people smile so that they can relax. "It's the easiest digital unit. We use it to describe the digital way that won't slow down from now on and a weird that describes an 'age of identity.' Um, okay. Pass the magnum."



Our advice? Play the game and go out for sushi. Thus, you'll get all of the benefits of ocean fishing without having to leave your lunch over the side of a smelly boat.

Excellent!

Sega Marine Fishing

Heading into deeper waters

One of the most impressive launch titles last year took the be-gilled shape of *Sega Bass Fishing*. Thanks to Sega's surprisingly effective fishing reel controllers (along with those designed by various third parties), the experience of casting a line and dragging up a big-mouthed bass was unparalleled in terms of its realism and addictiveness.



Fathers and kids in living rooms across America (and Canada, of course) bonded over the seafood caught by their shiny new Dreamcasts.

And now, almost 13 months later, Sega is ready to follow up this success with something even more enticing: *Sega Marine Fishing*. No longer confined by the limitations of wimpy, closed-off bodies of water, *Marine Fishing* takes the game out into the open reaches of salty oceans around the world, in order to capture whole new buckets full of weird and wonderful (and if you're good, dreadfully unlucky) aquatic lifeforms.

Just imagine reeling in your very own blue marlin, while casting off the deck of your swanky yacht-like bawler... or dredging the depths of crystal-blue waters in order to lure

pretty much everything else besides bass. And then, imagine doing this in any number of different game modes, including a newly introduced Free Mode in which aspiring men (or ladies) of the sea can test their pole's tether against various denizens of the deep, with absolutely no time limit to speak of. As a bonus, you can even reel in 200 different and unique items to be used in the game's aquarium mode, to provide a little ambiance for your captured fish.

As impressed as we were last year by *Sega Bass Fishing*, this latest installment in the series should

outdo the original in pretty much every way possible. And while *Sega Marine Fishing* adds nothing new graphically or control-wise (it still uses the old SEF engine), how can we possibly argue against the same cool fishy stuff that we already love so much? Look for *Sega Marine Fishing* to make a splash in late October. We're already dusting off our fishing controllers in anticipation.

FRANCESCA REYES

PUBLISHER: SEGA DEVELOPER: NAMCO GENRE: FISHING PRICE: \$39.99 (US) / \$49.99 (JP) PLAYERS: 1-2 (ONLINE) JAPAN PERIPHERALS: FISHING CONTROLLER RELEASE DATE: OCTOBER



It takes two to make a thing go right—especially in this game. Two people shaking, shimmying and (our favorite part) 'striking a pose' in Samba's two-player mode is just double the fun. And the best part is that each person's accuracy affects the other's final score—so the better you get, the more points he'll forfeit.



See the word "YEAH!" above? Until you've put in some intensive practice, this is pretty much your best chance to see how it looks on the screen. But get ready to become very, very familiar with the word "BOO!"

Samba de Amigo

Forget everything you know about music games...

Nothing Sega has never been is conventional—and nothing proves this better than *Samba de Amigo*, the latest triumph from Yuki Naka's Sonic Team. In some ways, this game is similar to other "rhythm-action" games: the game plays music, and it's your job to match whatever beat the Samba Monkey (named, of course, "Amigo") lays down. But there's a very catchy catch—it's designed to be played with maracas, not a gamepad. And while you can use your standard controller, you'll definitely want to spring for a set of Sega's custom-designed rattlers (poster of Charo sold separately).

The surreal reality of standing in front of your TV while wildly flailing your arms in time with

frantic Latin beats really has to be experienced to be believed, but trust us—it's awesome. Of course, as is often the case, playing by yourself is fun...but, the real joy in *Samba de Amigo* happens when you get some friends together. This may just be the ultimate party game, especially if you can round up two sets of maracas for head-to-head challenges.

There's no word yet on which songs will be included in the US version, but if the Japanese edition—which included standards like "Tequila" and "The Macarena" mixed with upbeat, ska-flavored takes on Chumbawumba's "Tub Thumping" and Aha's "Take on Me," plus hidden tracks from Sega classics like Outrun and

Space Harrier—is any indication, this game will definitely include some all-time favorites.

At \$39 for the game and \$70 for the maracas, *Samba* ain't cheap. But with tons of songs, several play modes, and laughs pretty much guaranteed, it should be worth it. CHRIS CHARLA

Critical Mass: Dreamcast

PUBLISHER: SEGA DEVELOPER: SONIC TEAM GENRE: RHYTHM ACTION FOR 1-2 PLAYERS (1-2 MARACAS REQUIRED) RELEASE DATE: NOVEMBER

PLUSES [-] Handheld maracas/beat-shaking action; Japan's version RULED.

MINUSES [-] No word yet on US songs; maracas are quite expensive.

BOTTOM LINE [...] \$100 gets you the greatest party game in history. But is \$100 too much?



Freestyle? Freebird! Free-ballin' it! Catch some air, baby.

Dave Mirra Freestyle BMX

Crashing has never felt this good

R While the masses cry for a Martha Stewart Xtreme Creative Pro Crochet Quilting game, Acclaim gears up for the release of *David Mirra Freestyle BMX* on Dreamcast. We took a trip down to the heart of our own Silicon Valley, where the 24-year-old millionaires lie thicker on the ground than good shag carpet, and decided that maybe BMX racing was cooler than Martha Stewart, after all.

there—and we can't wait to see what it feels like after a few months of tweaking.

Graphically speaking, it's almost on a par (sort of) with Ponghouse Letters. While the Dreamcast version of the game is still extremely early, we do know that *Mira* is being developed by the same team that was responsible for skateboarder title *Thrasher: Skate and Destroy* on PlayStation. While that game was overshadowed by a little jam called *Tony Hawk's Pro Skater*, many considered *Thrasher* to be the visually superior title. Having seen this

game's proportionate visual sheen on PlayStation, we're hoping that the final product looks as nice as it should when all is said and done.

The soundtrack should be pretty good too, with tracks from Sublime, Cypress Hill,

Rancid, Social Distortion, Deftones, Swingin' Utters and the like. With stiff competition courtesy of Neversoft's Matt Hoffman's Pro BMX (which runs on Tony's engine—see our related story in DC Direct), the Z-axis team has hands full. Thankfully, they're doing it right. May the best game win.
EVAN SHAMON

PUBLISHER ACCLAIM DEVELOPER Z-AXIS
GENRE EXTREME SPORTS PLAYERS 1-2

Champion Surfer

Will it hang a ten? It could be a close one...

After the success of Tony Hawk, it's no surprise that everyone and their brother is rushing a surfing game to market. And first out of the gate, Mattel's Champion Surfer (formerly Billabong Pro) is—despite its quickness—anything but a throwaway project. Developer Kronos has done its homework, and the result is a game that might be the closest thing to surfing you're going to get without actually submerging.

Rather than try to update the unrealistic (but fun) gameplay of Summer Games' surfing, designers have implemented real waves using a complex physics model and deformable

polygon meshes. The resulting five to 40 foot breakers (on ten different semi-fictional beaches worldwide) are super-realistic. You can play as any of eight

surfers from the O'Neill team (including a seven-year-old pro), and there're the requisite hidden surfers as well. Board selection plays a major part in the game (short boards are better for tricks but harder to get up on), and you can pull chains and combos of more than 50 different stunts, all the while dealing with the game's very realistic changing weather patterns. It even takes timing to get up on your board to start your run. And if authentic surfing doesn't appeal to you, a Rumble

Will this be the *Tony* of surfing games? Who knows—but it looks to carve a big niche in the board-sports genre. **CHRIS CHARLA**

Critic's Magazine
Dreamcast

PUBLISHER MISTEL **DEVELOPER** KROME **GENRE** SHOOTING PLAYERS **CD-ROM** U.S. ONLINE
RELEASE DATE NOVEMBER

PLUSSES [-]
Super-realistic waves, authentic physics and board implementation

MINUSES [-]
Polygon-mesh waves are disturbingly angular; it's hard for the uncommitted

BOTTOM LINE [-]
About as close to real surfing as you'll get without buying shark games, maybe the *Tony Hawk* of surfing games

www.ijerpi.org

Dreamcast
OFFICIAL MAGAZINE
**PUBLISHER MUSTEL DEVELOPER KROMÉ GENRE
SHOOTING PLATFOR 1-2 DREAMCAST U.S. ONLINE NO
RELEASE DATE NOVEMBER**

PLUSES [+]

MINUSES [-]

BOTTOM LINE [..]

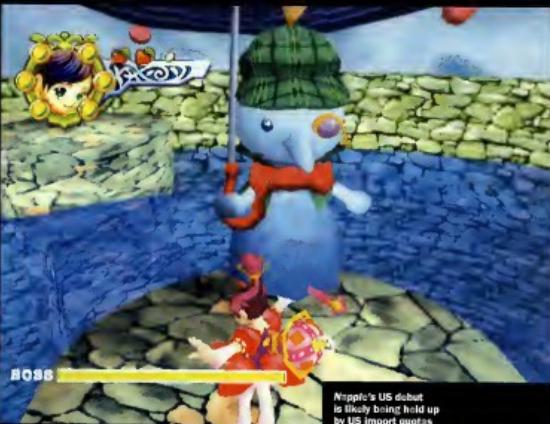
of a special 'modifier' button. This innovation makes Mirra's move repertoire effectively endless—riders are free to experiment with more than 1300 individual moves, all of which can be linked together for some truly insane And the game's Skeletal Dynamics System (SDS) generates

realtime crashes that are unique every time. The essential feel of riding (and falling off) the bike is almost

PUBLISHER ACCLAIM DEVELOPER Z-AXIS
GENRE EXTREME SPORTS PLAYERS 1-2
ORIGIN US RELEASE LATE FALL ONLINE N/A



While most of *Napple Tale's* gameplay takes place on more of a 2.5D side-scrolling scale, the boss battles drop you onto the 3D plane.



Napple's US debut is likely being held up by US import quotas limiting cuteness. Damn politicians!



Napple Tale Arisia in Daydream

One of Sega's most promising titles may not make it Stateside...sob

Sega's dip into the Easter Bunny's basket of adventure gaming, otherwise known as *Napple Tale: Arisia in Daydream*, isn't scheduled for a US release any time soon—and we just can't figure out why. Described by TGS onlookers as a "12Bit Clockwork Knight-looking 2.5D platformer with roleplaying elements," the game's premise is clearly meant to hook casual gamers in Japan. But despite the fact that it's so cloyingly cute, it still seems like a perfect fit for some niche in the US DC market.

Developed by an internal team at Sega, *Napple Tale* already has all the telltale signs of a potential stunner. Bright, 3D

backgrounds light up its gameplay, which is similar to the platform-hopping antics of other

MAGICAL GIRLS A-GO-GO

Dewy-eyed little girls (endowed with wings, pink bows, and a number of large and googly eyes) in the Land of the Rising Sun...but they seem to feel right at home on the screens of Western TVs, as well. Sailor Moon, Disney Princesses, and even the banished heroine seem pointers on How to Capture American Hearts.



2.5D quasi-side scrollers (like Crystal Dynamics' *Pandemonium* series on the PlayStation)—with the added twist of boss battles which take place in fully 3D fashion. Gamers journey through six worlds, each packed with up to 20 stages or "stories" apiece. Every time a stage is completed, more of *Napple's* plot is revealed.

The game revolves around a young girl who stumbles into the world of "*Napple*," a naptim realm suspended somewhere between reality and dreamland. Your job as the player is to see the young girl safely back to the real world. Of course, there are obstacles a-plenty, as well as a nasty slew of suspiciously bright and perky enemies to dispose of.

And this is where *Napple* flexes a little bit of creative muscle...

To rid herself of enemies and other unsightly blemishes, our young heroine makes good use of her magical wand, which can summon a bevy of different "helper" creatures. Each helper has its own special powers, ranging from some that deliver electrical charges to others that assist in "super-jumps." Though it's a clever feature on its own, this twist also requires gamers to strategize, by deciding which critter to use in which situation in order to produce maximum effects. Add to this the fact that gamers may even be able to create their own helper creatures

out of different items and parts found during the game, and you have something quite unique.

FRANCESCA REYES

Coming Soon Dreamcast

PUBLISHER SEGA JAPANESE DEVELOPER SEGA DESIGN STUDIO RELEASE DATE NOW (JAPAN), Q4 2000 (US)

PLUSES [+]

Bright, colorful and just a tad bit wacky. Plus a gig in the DC library begging for MORE platforms.

MINUSES [-]

Will this make it across the Pacific to the US? Might it be too simplistic? Too cutesy?

BOTTOM LINE []

A good deal of early venture just screaming for a US release. But is anyone listening? Anybody? Bueller?

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THE CHILL OF VICTORY



Lean, duck and perform radical tricks
on real Yamaha snowmobiles.



Upgrade your sled and tackle
multiple modes like hill-climbing,
championship and head-to-head.



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racing circuits like Aspen or Nagano.
Race day or night, in variable weather
including rain and snow.

Sega Dreamcast.



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CRAVE
ENTERTAINMENT
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HERE'S A SNEAK PEEK at two of this game's available modes: four-player split-screen deathmatch (top) and single-player arena match (above). Seen enough? Go forth, young player, and spread the word.



Whether it's the fast-paced CPU action found in the single-player mode or the split screen shenanigans of multiplayer, Out Trigger rocks simply amazing.



Out Trigger

Sega lets the heat-packing cat out of the first-person bag

First spotlighted in ODCM Issue #3 as Sega's Next Big Arcade Title, Out Trigger is finally headed into homes for some much-needed DC TLC. And believe us, we're more than ready to deliver said care—albeit not so tenderly.

Inspired by PC first-person shooters such as Quake and Doom, Out Trigger's producer and AM2 veteran Hiroshi Kataoka (J8 Wheeler, Fighting Vipers series) wanted to thrill Japanese console gamers with a totally different type of gameplay. Which wasn't easy. Not only are first-person shooters scarcely a blip on Japan's console gaming radar, but they've been difficult to

produce—most controllers are simply too ineffectual to convey the glorious experience of mouse 'n' keyboard goodness. And in Japan, the cost of online gaming is still fairly expensive, compared to the flat rate fees found across the US. So instead of trying to make arcade blueprints come to life on a console, Kataoka traveled in the opposite direction—bringing network-type gaming to arcades across Japan as a first step, then sending the perfected technology homeward to DC.

While the title has yet to receive an official release date in either Japan or the US, it is coming at some point—and US gamers will finally be able to try their collective hand at a game fashioned after an ultra-popular

US genre, developed in Japan. And Out Trigger's capacity to link the gameplay of four players on four arcade cabinets has made for highly addictive gameplay, indeed.

But with *Half-Life*, *Unreal Tournament* and *Quake III Arena* on the way, is there a difference between these games and AM2's bid for the FPS crown? Kataoka explains, "Out Trigger is an arcade game. So, in two or three minutes, you have to get the max amount of points and defeat your adversary. Speedy gameplay; short time frame. This means that the shape and structure of every stage, the quickness of the characters, and everything else is built for speed." We won't argue





Check out the size of that gun! Out Trigger will let you customize not only the face and look of your character, but also the power and feel of your weapons. Expect plenty of whacked-out contraptions.

with that logic. And it's this attention to time limits and the inclusion of 'goals' (like collecting medals and such) to boost scores that casts Out Trigger as a console title—and emphatically NOT a PC title—in the end.

In addition, Dreamcast will

receive many treats in the form of exclusive goodies. For instance, four-player mode will feature split-screen views—and Kataoka assures us that no matter how many players are onscreen at the same time, framerate won't suffer a bit. The only drawback for multiplayer modes will be the choice of viewing angles. In the DC's single-player mode, players will be able to choose from two viewpoints: first-person and over-the-shoulder camera angles. In multiplayer mode, perspective is limited to the first-person viewpoint—which is certainly no big whoop.

But Kataoka and AM2 have added at least one very cool feature to the DC version of Out Trigger: an edit mode. Through the editor, players can create their own characters by choosing faces, customizable weapons, etc. The DC version will also feature new maps and levels

not found in the arcade version, as well as more online multiplayer modes including Deathmatch and Team modes. But Kataoka is quick to point out that Out Trigger will NOT contain a Capture the Flag mode. "It would be too similar to Quake," he comments. Of course, given the amazing potential of this game, we might soon be saying "Quake? What quake?"

FRANCESCA REYES



MOUSE PROUD

SEGA'S PLANT TO release a DC-compatible mouse are well underway—and through our investigations on the matter we've learned that the hash-hashed new design will closely mimic Microsoft's intelliguous Wheel, with two buttons and a wheel in the center. It's a peripheral that is bound to make all FPS Dreamcast titles play like a dream.

Official © Sega Dreamcast

PUBLISHER SEGA DEVELOPER AM2 STUDIO
SHOOTER/EDITOR ORIGIN JAPAN PLAYERS 1-4
SPLITSCREEN ONLINE YES RELEASE DATE TBA

Pluses [-]

If it's a PC game done with Japanese development flair? Ooh, fancy!

Minuses [-]

Will the standard controller work? Is the mouse going to be available in time?

Bottom Line [-]

Sega's first in-house bid at the FPS crown is looking damn fine. Now if we could only pin down a US release date...



The early version of PBA showed off some realistic ball physics and some unrealistic hair colors.

PBA Tour Bowling 2001

Fight for your right to bowl

Retro kitsch. You love it. We love it. And we love it even more when it comes with online functions and shiny balls.

Bethesda Softworks is racing to go and ready to deliver the first bowling title EVER for Dreamcast, with a good emphasis placed on customization and style.

Featuring a number of different modes in which virtual bowlers can participate, you can choose to compete in Match Play, Shoot Out or Network Gaming modes (Bonus!

minus results. All of these custom designs usually add up to a surreal gaming experience: you just know there's gonna be at least one little kid in glasses (unfortunately, the facial hair option is non-applicable if you choose to make your bowler a child) bowling in all of the high stakes internet tournaments. That's a sight to see.

Gamers who prefer a more traditional style of gameplay can also choose from a handful of real-life pro bowlers, like Brian Gorman or Paul Koehler, and cast off some really well-timed rolls with the help of dual dial timers (if that makes any sense to newbies). To do this, you'll first watch a spinning dial in order to gauge the power of your throw, pressing the A button to stop the dial when you think you've hit enough 'power.'

Then the marker spins around the dial again, giving you a chance to push the A button once again—this time, in order to time your throw. There's another dial for spin on the ball, but that's a whole nother package for hardcore bowlers.

PBA 2001 is set for an October release, and we can't wait to slip on some stinky shoes. Now if we could only figure out a way to order those patented bowling alley fries online. FRANCESCA REYES



In Tournament Mode, you can bowl against human opponents anywhere in the world via SegaNet. But the real joys of Bethesda's PBA title are in creating your very own bowler from (near) scratch and seeing him or her roll things to victory in any of the modes mentioned above.

Not only will you be able to choose shirt color, height, weight or left/right-handedness for your virtual prodigies, but you'll also be able to customize their bowling balls for maxi-

ANARCHY



I will not conform to your rules.

Not in the ring. Not out of it.

The weak obey the law. I break it.

I do not believe in mercy.

I have become victorious by any means necessary.

By folding chair and kendo stick.

By fire and tables.

I believe in creative weaponry.

I AM AN ANARCHIST!

FEATURING AN ALL-NEW PICK-UP-AND-PLAY CONTROL SYSTEM.

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Over 60 hardcore anarchists! • Dusty Rhodes! Rhino! Justin Credible! New Jack! • New matches including Table Matches, Backlot Brawls and



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Sega Dreamcast.



Animated Blood
Strong Language
Mature Sexual Themes

In the USA

THE SANDMAN

TOMMY DREAMER

The blistering Brimstone Match! • Killer tracks from Dope and One Minute Silence! • 2-man commentary by Joey Styles & Joel Gertner!



Extreme Championship Wrestling.
No rules. No limits. No pity.

Lord of the Dance meets Mortal Kombat.
We're sure Michael Flatley would approve.



CHARACTER ASSASSINATION

Of the game's eight playable characters, Ed Boon, head of the design team, says, "The goal in creating some of the characters, their moves and even a few of the weapons was to add a dimension of humor to the competition. This is one of the aspects of The Grid that separates it from other action games and gives it such a strong personality."



The Grid

It's got game—and it's even got Dave

Fighting game snobs may turn up their nose at it, whining about shallow gameplay and unnecessary gore, but Mortal Kombat certainly had its day. For a time (for us it was the MK2 days), it was hard to find a game that was more fun.

The Grid looks to renew the glory of the MK style. Stealing a page from *The Running Man*, *Smash TV* and the countless sci-fi novels that inspired them, *The Grid* is a "televised sporting-event game-show" wherein contestants compete for big money and fabulous prizes. Combining features of fighting games and first-person shooters, combatants run around virtual arenas in a most dangerous



ULTRA (ADJUSTABLE) VIOLENCE

The hyper-violent *The Grid* town in broad daylight offers operator-adjustable violence settings. In the tank version, no blood is shown; when choosing violence, he turns into a grid and fades away. Doing what we do, it's hard not to think about the real world in terms of violence. Along those lines, it would be pretty cool if you could had operator-adjustable violence settings. It would also be cool if you could insert two tokens to continue when the big day finally comes.

game of kill or be killed.

Have we seen this plot before? Sure, but that doesn't mean it won't be fun.

Anyhow, players choose from a list of eight selectable characters, each equipped with his or her own special weapon and super power. There are several secret characters to uncover, as well, like the crazy, toothy game show host pictured at right (who looks remarkably—disturbingly—like our Associate Art Director, Dave).



The arcade machine's control scheme (which is presently the only playable version of the game) consists of a trackball, a super move button, a keypad and a joystick. The keypad allows players to store their relevant information—including names, last level conquered and points accumulated—to encourage competition. For instance, if players complete level four in single-player mode and save their information, they'll automatically begin in level five when they return to play on that particular unit—or on any of the units linked in that group. Pretty cool.

The Grid utilizes Midway's state-of-the-art Zeus 2 hardware, resulting in smooth, fast-paced

gameplay and super-detailed characters. Given Midway's track record, we expect to see a virtually perfect arcade port. Time will tell, but, expect "guns of guns." —EVAN SHAMON

Dreamcast

PUBLISHER MIDWAY DEVELOPER INTENSO
GENRE U.S. BEATS ACTION ONLINE TEST RELEASE DATE TBA RELEASE VERSION: NOW ON TEST

PLUSES [+]

Graphics look very pretty so far, and the action premise works for us.

MINUSES [-]

The debut date could be a ways off—we'll see how long the port takes.

BOTTOM LINE [...]

Bloated, gore and fabulous prizes. What could possibly go wrong?

*Nobody gets
Skies Of Arcadia before we do.*

*Nobody gets
Shenmue before we do.*

*Nobody gets
Sonic Shuffle before we do.*

Reserve your copy now at any of our over 950 stores nationwide.
Or do it in minutes online at www.gamestop.com.
Either way, nobody gets to play before you do.

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Gamestop Babbage's software ETC

SKIES OF ARCADIA

\$49.99

Dreamcast



Machine: Dreamcast | Genre: RPG | Publisher: Sega
of Players: 1 | Available: November, 2000

"Skies of Arcadia takes place in a cloud-filled world of floating islands and continents. Each island has its own culture and geography: one is a massive desert, for example, while another one is dotted with quaint windmill-equipped villages. The citizens of the world use airships to travel between the islands, and also to engage in less wholesome acts. Enter our heroes Vyse, Aika, and Fina (and adorable sidekick Opi), a band of marauding "sky pirates" sent

to explore a new continent and search for Moon Stones."

— DailyRadar.com



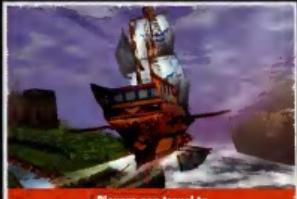
Partly Cloudy With A Chance Of Mind-Blowing.



The skies are ruled by pirates.



This is truly a brave new world.



Players can travel to distant worlds on flying ships.



Get your game on the next level with Interact's Astro Pad for Sega Dreamcast systems.



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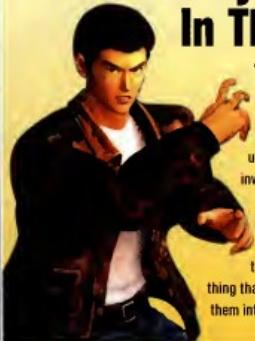
FuncoLand

Gamestop

Babbage's

software ETC

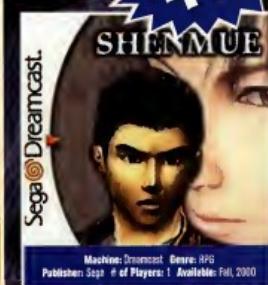
Much More Than Your Everyday Kick In The Groin.



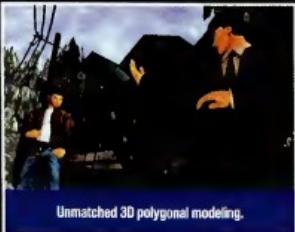
"Gamers assume the role of Ryo Hazuki, born in Yokosuka and raised under the intense martial art training of his father, Iwao. When Ryo comes home to find his father being killed by a man demanding information, players are thrust into the challenge of unraveling the mystery of his father's murder. This leads to an investigation of such depth that players will find themselves traversing across the orient and interacting with hundreds of shady characters in their efforts to unlock the secrets that lead to Iwao's death. Being that there will be several people who stand to lose by your success, it's not going to be a rare thing that you'll have to use your chop-socky training to bash them into disc two." — DailyRadar.com

~Shenmue

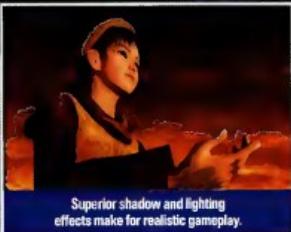
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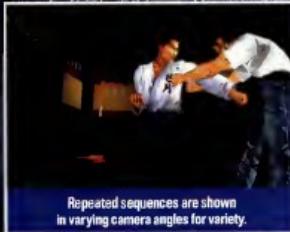
Machine: Dreamcast | Genre: RPG
Publisher: Sega | # of Players: 1 | Available: Fall, 2000



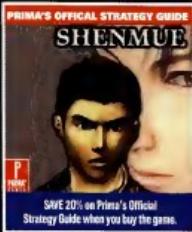
Unmatched 3D polygonal modeling.



Superior shadow and lighting effects make for realistic gameplay.



Repeated sequences are shown in varying camera angles for variety.



SAVE 20% on Prima's Official Strategy Guide when you buy the game.

Get A Jump
On The New Stuff
by reserving it at Gamestop.com
or visiting us at any of
our 950 stores nationwide.



Go to the next level
with the Dreamcast Game Shark
from Interact.

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software ETC

SONIC SHUFFLE

\$49.99



Dreamcast

Machines: Dreamcast. Games: Party Game

Publisher: Sega. Available: Fall, 2000

"Making a foray into another genre of gaming, everybody's favorite amphetamine-addled hedgehog has returned in his very own Mario Party-style digital board game. *Sonic Shuffle* promises to feature a slew of minigames, each with different modes of play and objectives. Land on a colored space and, depending on their placement on the board, all four players will enter a minigame. The object of each minigame will vary from the last and will keep the gameplay from becoming boring as

characters trudge around the board. *Sonic Shuffle* promises to be a favorite for the kiddies and those of us with childlike tendencies! — DailyRadar.com



Gaming On The Cutting Hedge.



Eye-catching graphics will make this board game anything but boring.



Up to four players will compete to see who can retrieve the precious ones first.



Each board is unique and follows a different theme.



SAVE 20% on Prima's Official Strategy Guide when you buy the game.



First In Line or On-Line

Buy newest titles on-line or visit any of our 950 stores nationwide.



Sega Dreamcast Visual Memory Unit by Sega. Save information from your Dreamcast and play with that data while you are away from your Dreamcast.

gamestop!com

FunCoLand

Gamestop

Babbage's

software ETC



While Capcom vs. SNK is a decent-looking game, characters are still low-res and don't quite match up to our expectations. Some cool 3D effects do spruce up the visuals a bit, though. It's time to move on in illustration and animation. Capcom needs to get its 2D ass in gear.

Perhaps the coolest thing in this game is its new interface, which seamlessly combines 2D and 3D elements in character-selection screens and pre-fight introductions.

Capcom vs. SNK

The confrontation all fighting game fans have been waiting for

Doshita, shoooryuuken, hadouken, hora-hora! Lon shoots a purple-glowing flame, but Ken counters with a slashing dragon punch. Ryo raises one eyebrow and cracks a slightly crooked smile...

This is how dreams of an ultimate fighting game generally look—and after nearly a decade of duking it out against each other, the two most prominent developers of 2D fighters are finally turning dreams into reality with Capcom vs. SNK, featuring the most popular characters from both companies brawling in impossible cross-publisher match-ups—like Terry vs. Ken, Kyo vs. Ryu and Geese vs. Bison.

Although the word versus appears in the title, Capcom vs. SNK bears little resemblance to



MIKE TYSON: QUITE NUTS

As the inspiration for SNK's Baling, Mike Tyson will no doubt go on to spawn many new virtual fatalities—but is this a good thing? After his 38-second victory over the King of Fighters, Mike said the following about Heavyweight Champ Lennox Lewis: "I'm the most brutal and vicious and most ruthless fighter ever. I want to see him [Lewis] fight. It should be round 102. Lewis currently has no children, nor has he ever. Apparently, this means that Mike will have to go hungry."

the play mechanics of Capcom's Versus series. It has fixed (thank goodness!) exaggerated moves like crazy jumps and 200-hit combos, and opted instead to mimic the play mechanics of the Alpha series (perhaps Capcom Vs. SNK will replace Alpha, since the latter series is over)—in addition to borrowing elements from the King of Fighters series. Even Alpha's four-button layout and rolling move (similar to Ken's role) are included.

At the beginning of each match, players can choose to use either SNK's or Capcom's super system. Capcom supers will mirror those found in Alpha, while SNK supers duplicate those in pre-97 King of Fighters.

Gummy busts out her notorious "pigtail-whip" combo on an unsuspecting Kyo. She's going for the Kyo...Kyo...KO...um...yeah.



"M-m-m-Mai
Shara!"

characters, tons of options and secrets, and some hidden characters; expectations will be high. CHESTER BARBER

Official Dreamcast Dreamcast

PUBLISHER CAPCOM DEVELOPER CAPCOM
GENRE FIGHTING PLAYERS 1-2 DRIVERS JAPAN
RELEASE DATE NOVEMBER 2000 DREAMCAST

PLUSES [+]
Traditional fighting-gameplay, SNK button layout, interesting stages

MINUSES [-]
SNK gameplay is gone, characters are padded—and what happened to Simon?

BOTTOM LINE [...]
Whether it lives up to expectations or not, it's being even better. Capcom vs. SNK will be a welcome addition to the DC library of fighting games.

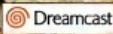


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SILENT SCOPE IS NOW AVAILABLE FOR PLAYSTATION 2 AND DREAMCAST, COMPLETE WITH AN ON-SCREEN TARGETING SYSTEM, MAGNIFIABLE SCOPE, MULTIPLE BRANCHING PATHS AND DETAILED GRAPHICS DRAWN STRAIGHT FROM THE ARCADE ORIGINAL. AND YES, THE PRESIDENT IS STILL BEING HELD HOSTAGE. YOU'RE THE SNIPER WHO'S SENT TO SAVE HIM. ALL YOU'LL NEED IS A STEADY HAND, A GOOD EYE, AND AN IRON STOMACH.



PlayStation.2



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TEST ZONE



Heavyweights like Tim Lajko can inflict big-time hurt with their bare hands (below top), but the real name of the game (besides UFC, of course) is submission holds. Once you've mastered the art of countering your opponent's attempts to get you down on the mat [joke deleted], you'll find that the game doesn't get any easier—it just gets more complex.



UFC Ultimate Fighting Championship

No fireballs, no one-hit kills, and no fancy headbands

People love it. And whether they're appalled, entranced or both, they pay good money to have it beamed directly into their living rooms. The Ultimate Fighting Championship, broadcast on Pay-Per-View since '93, is an unique phenomenon. Sometimes referred to as "extreme fighting" or "no-holds-barred fighting," this fledgling sport pits competitors mano-a-mano in a cage fight with minimal rules. There are no flashy spin kicks and the ref won't break up a clinch. In a nutshell, it's as close to a street fight as can be safely managed without arrests or hospitalizations (of fans, fighters or both).

This is the hard-hitting world that you'll be stepping into with UFC; the game does an amazing job of realistically translating intricate, detail-oriented combat of the UFC onto Dreamcast. Your first delight will be in realizing that this isn't a traditional fighting game—there are no jumping spin kicks or superhuman death moves. These fights look and feel real; competitors start out on their feet in what initially

looks like a kickboxing match, but are free to take opponents to the mat and engage in close-quarters grappling. Matches end as frequently in submission holds as they do in knockouts.

Half the fun of the game is in seeing different fighting styles. There are 24 real-world fighters representing over 30 different martial arts systems, and developers have done a brilliant job of balancing the arts realistically against one another. Kickboxers try to win bouts on their feet, delivering a hall of KO strikes before opposing grapplers can take the



ENTER THE OCTAGON

If you've ever had the opportunity to either download the game on an Pay Per View or to rent a tape at the video store, you'll notice that the only thing that UFC has in common with professional wrestling (to which the game is oft compared) is its dramatic entrances. Beyond this, the two have very little to do with one another. Really.



fight to the ground. Brazilian jujitsu specialists are actually more comfortable on the ground than standing up, and will finish off opponents with chokes and joint locks. Sumo, judo, Greco-Roman wrestling and kung fu can all be tested out, as well—the fact that UFC is this deep is actually a minor miracle.

Ground battles are intricate, bloody ballets of slight positional advantage. To succeed, you'll have to learn to utilize takedowns, reversals, pins, escapes, and finishing moves, as well as striking on the ground. There's a whole lot to learn, but once you get accustomed to the flow of a ground



Live by the Sword;
(Also pillage, plunder, hack, slash)



The Rock Monster,
Yalta Desert

"From stone to sand, by
the force of my blade."

LEGEND OF THE
BLADE MASTERS



Die by the Sword.

and conquer by the sword.)

Trial of the Worms,
Wizard's Cave
"Green is for the precious
life that I take from thee."

Date with Queen Arachnid,
Elven Forest
"If only her exoskeleton
was as tough as her will."

Otanka Onslaught, Kelta
"Fire in their bellies hath
my strike released."

- Quest-Based Action RPG For All Gamers
- Beautiful Anime-Style Landscapes and Graphics
- Immersive 3D Environment and Free-Roaming Camera
- Breakthrough Interface for Inventory and Magic Spells



"VA 2K manages to frustrate from the first sound of the starter's pistol." KEVIN RICE



Isn't this guy supposed to be wearing a weightlifting belt? Kids, if you tried this at home and suffered all of your muscles, you could probably use some pants or lots of money. But you didn't hear that from us.

Sydney 2K

Button mashing for the gold

In '83, Konami released Track & Field—which challenged players to press alternating buttons as fast as they possibly could in order to run the fastest, jump the highest and (thus) yell the loudest. Seventeen years later, graphics have definitely improved...but basic gameplay mechanics have definitely not.

With 32 countries represented across twelve events, Sydney 2000 enables you to compete for Olympic glory against up to three of your friends at a time. In arcade mode, you can compete in any event (in any order) without training, any number of times—but it's probably best to go through each event once first, so as to not be caught off guard by the sometimes perplexing control schemes. While most events boil down to contests of button pressing, a few are downright maddening. Skeet shooting is difficult because of a certain bounciness of control, and kayaking is ultimately just a test of patience.

High points? The triple jump automatically enters a slow-motion mode after starting



Faster, Mr. Delilah, faster—oops, wrong game. Note the little man that points to the left in the heat. Yeah. Thanks. Like we couldn't figure that one out.



the first jump, thus making a usually difficult event quite enjoyable, and platform diving involves matching the onscreen color-coordinated icons to buttons on the DC controller in a scheme that works quite well.

Otherwise, though, monotony is the rule of thumb—especially in the Olympics. Each event requires training, and you have to get through at least twelve training levels before being able to participate. Training mostly involves button mashing, with a reflex tested here or there via the action button. And some training activities—like the treacherous 100m—overlap into many events, which means that you'll repeat them over and over.

Graphics are by no means ugly, although animations are a little jerky. Commentary, provided by Dwight Stones and Marty Liquori, is usually decent (if a little repetitive). But ultimately, only the most dedicated of button mashers need apply. KEVIN RICE

Dreamcast

Official Magazine Dreamcast

PUBLISHER EDGOS DEVELOPMENT ATTENTION TO DETAIL GENESE BUTTON MASHING PLAYERS 1-4 PERSONALITY TESTS TRAINING LEVELS STYLISH GRAPHICS ONLINE SCORES TRACKING ONLY PRICE \$49.99

Score: 5



Note: gameplay advice above: "Press the run button repeatedly..." Repeat. Then repeat again, but faster... And you've already lost.



Is this Horns, or is it Fonz? Whoever he is, you can "JUMP HIGH!" and "GO BIG!" Agteic had put in a little more work, this game's edit mode (shown here) could have been a saving grace...but as it is, it's like trying to raise the Titanic with a pair of tweezers.

Virtua Athlete 2K

Our Olympic dreams are virtua-llly crushed!

Leading one of three Olympic games coming out this year, we had high hopes for Virtua Athlete 2K. But how could the same team that gave us the completely addictive Virtua Tennis turn around and give us THIS?

With only seven events and a near-impossible level of difficulty, Virtua Athlete 2K manages to frustrate from the first sound of the starter's pistol. We had trouble placing in the top four (a standing required for advancement) in any event, even on the easiest level. While it's graphically superior to the other Olympic titles, players who aren't supersonically speedy on

the action buttons will find themselves wondering if they're doing something wrong.

Camera angles are also confusing; they often turn timing into a matter of guesswork—and the control scheme is completely insane. Having to use the stick to change lanes or extend your legs is counter-intuitive, and the inclusion of stamina bars on events like the 100M dash simply doesn't make sense.

Virtua Athlete 2K has the word rushed written all over it (especially with only seven events), and it's sad that Sega or Agteic didn't tweak this for another couple of months. As it stands now, we can't even

recommend this game to the button mashers we don't like.

KEVIN RICE

Official Magazine Dreamcast

PUBLISHER INSTEAD DEVELOPER HIT MAKER GENIE DESIGN PLATINUM MASTERS JUMP GENERAL CONTROL SYSTEMS CUBE ONLINE SCORES TRACKING ONLY PRICE \$49.99

Graphics 7
Good rendering and texture, odd orientation

Sound 5
My commentary, appropriate crowd noise

Control 1
Very hard to hit buttons this fast

Gameplay 1
Unusually difficult, bare-bones control

Score: 2

Disney's DINOSAUR

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CAN YOU SURVIVE IT?



EXTINCTION IS NOT AN OPTION
IN DISNEY'S DINOSAUR - MASTER
THE SURVIVAL SKILLS OF ALARIA,
FLIR, AND ZINI - MARSH ACROSS
TERRIFYING 3D LANDSCAPES
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Dreamcast



Also Available from Ubi Soft:
Disney's Dinosaur for the
Game Boy Color.





Who would have guessed that this pretty room could harbor such an evil game?

Toy Story 2

To mediocriy and beyond!

From the land of misfit playthings comes a truly misfit game: Activision's Toy Story 2, a jumpy, jerky little 3D platformer with bad camera angles, problematic gameplay and unerringly awkward control.

The tale begins and ends with space hero toy Buzz Lightyear, as he takes his futuristic bad-mofo self through 15 different levels on five worlds in order to rescue his pal Woody from a soulless toy collector.

A movie license gone awry, Toy Story 2 features a total of two different camera angles: actively sucky and passively terrible. Regardless of which system is employed, the game's view swings wildly at every opportunity, and players will constantly need to readjust the camera with the Dreamcast.

GREG ORLANDO

Official Magazine
Dreamcast

PUBLISHER ACTIVISION DEVELOPER TRAVELER'S SOFTWORKS DESIGNER YUKE'S STYLING & ADVENTURE PLAYERS 2 PERIPHERALS JUMP PAD, IMU ONLINE NO PRICE \$39.99

Score: 2



turbo, slow-mo, programmable buttons, and even a cool red light that matches the one on your Dreamcast. This is easily one of the best arcade sticks we've used.

EVAN SHAMON

Official Magazine
Dreamcast

MANUFACTURER TURMAX AVAILABLE HOW PRICE \$39.99 COLOR DECOLORED GREEN



Brawling can spill over onto the entrance ramp and into backstage areas, but you have no control over when you're taken there—nor of whether or not you get the shopping cart with the broken wheel.



The Rock 'n' Sock connection rides again. Unfortunately, since there aren't any real tag matches, you can only call Mick to deliver one of three attacks—there's no trading off between characters. Crap.



WWF Royal Rumble

My God! Somebody ring the damn bell!

Okay, let's get one thing straight—this is not the kind of wrestling sim we've come to expect from THQ. In fact, the game's omissions read like a bizarre version of other wrestling games' feature lists. There are no wrestler entrances, singles matches, real tag matches, real cage matches, female wrestlers, championship belts or create-a-wrestler modes—or to top it all off, there's only one arena.

What there is, though, is a straight-up arcade game based on (what else) the Royal Rumble, a WWF fight that starts with two fighters in the ring and adds another every two minutes until only one brawler still standing.

Once you're past that, though, you'll find that there is a great game lurking in here—you can have nine fighters onscreen at once, all modeled in beautiful, high-resolution detail; exactly what you'd expect to see on Dreamcast.

There's plenty of mayhem to be had in the main Royal Rumble mode, but unfortunately, there's no icon to indicate which opponent you're currently fighting. And since there are only 12 unique entries in the 30-man tournament, you're going to see wrestlers that have already been eliminated returning for more.

Other noticeable glitches occur in the soundtrack, people expecting hardcore wrestling

will be disappointed—but for a straight-up arcade experience, this delivers. DAMIAN MICHAELS

Official Magazine
Dreamcast

PUBLISHER THQ DEVELOPER YUKE'S DESIGNER YUKE'S STYLING & ADVENTURE PLAYERS 2 PERIPHERALS JUMP PAD, IMU ONLINE NO PRICE \$39.99

GRAPHICS 8
Most high-res versions on screen? Seven

_SOUND 4
Some annoying sound glitching was evident

CONTROL 6
Controls are good, but sometimes you lose track of who you're fighting

GAMEPLAY 7
The game is spunky, but it's same, but it's fun

Score: 6

FLICK THE COMPETITION



**Aklim
SPORTS**

NFL QB CLUB 2001



[View Document](#)



All-new Shoulder Charge feature for busting through defenders



Save instant replays.



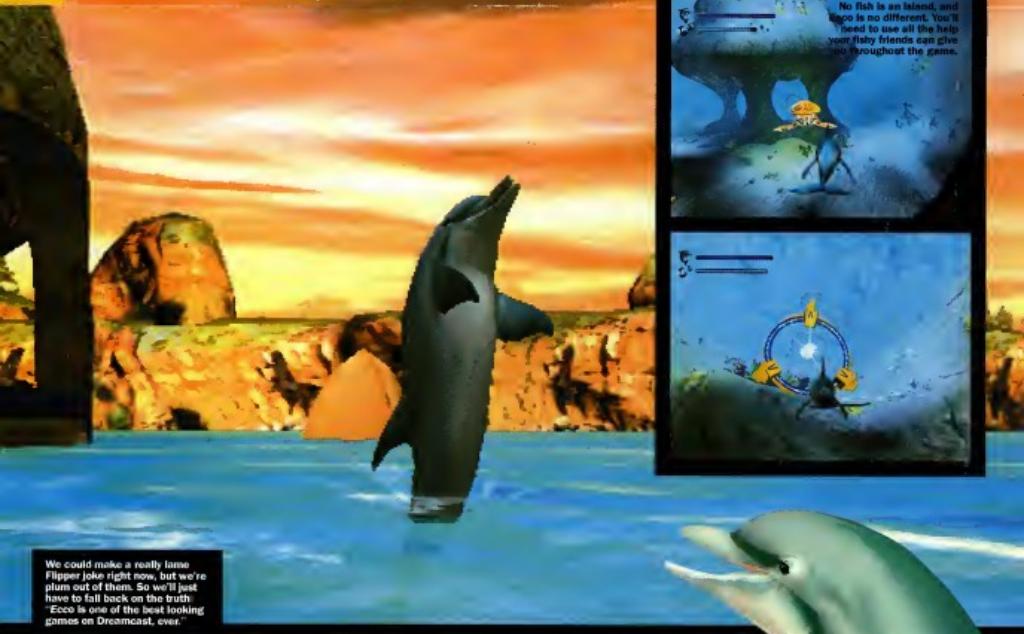
acclaimsparts.com

nfl.com nflplayers.com



Sega Dreamcast





We could make a really lame Ecco game, but we're just plain out of them. So we'll just have to fall back on the truth: "Ecco is one of the best looking games on Dreamcast, ever."

Ecco the Dolphin: Defender of the Future

Intelligent mammal or chicken of the sea? ODCM investigates...

Ecco has been one of the most beloved denizens of the virtual sea since his debut on Sega's Genesis, way back in the early '90s heyday of 16bit gaming. After making an appearance on the Sega CD, fans feared that their favorite fish (er, mammal) had been relegated to the annals of nostalgic underwater gaming. But Swedish developer Apelopossa had other ideas.

Nearly a decade later, Ecco and his friends are back—in one of the most visually stunning leaps into the 128bit world that we've ever seen. Taking place in an alternate future

world, Ecco is once again on the prowl, and responsible for saving the planet—along with the delicate balance of dolphin/human relations—from a fearsome alien life form. To get the job done, Ecco travels back in time to thwart the evildoers' plans: thus rendering him "the defender of the future."

This sci-fi storyline is aided by beautiful cinematics that seamlessly drop our finned hero into true blue waters, as he gathers information from Guardian gems scattered throughout the ocean. As in his earlier 2D outings on Genesis and the Sega CD, Ecco is able to jump, swim,

ECCO vs. SEAMAN

WHO WOULD WIN in a fight? A peace-loving dolphin who only wants to save the world or an insatiable fisherman who pines into your personal life and tells you that you suck? While Ecco definitely has some weapons and tricks up his fin, we'd still put our money on the jerk. Face it, Ecco may be twice as smart as Seaman, but you just can't beat his little fins and collects "magic" crystals. Seaman would make him blubber in two seconds flat.

charge and chatter just like any self-respecting dolphin can, but with one crucial difference—it's in glorious 3D.

Not only is Ecco one of the most lush, smoothy animated titles in DC's already illustrious library, but it's also one of the most graphically realistic...sort of the Soul Calibur of the sea, so to speak. With subtle shading, realistic textures and seaworthy movements captured for all things fishy and unfishy, Ecco has a beauty that even the most



Don't forget to check out Ecco on this month's exclusive ODCM Demo Disc. Check out the Disc Guide on page 8 (http://www.ozmag.com) for more details.



The level of detail in Ecco's underwater surroundings are simply amazing. Take a gander at the sunken buildings in this Atlantis stage. Cool...



You might be the Ecco of our day. Can't get the hang of that whole 3D thing? Then look hard in some of the levels (above) to discover secret 2D stages.



hardened, jaded gamer will find undeniable. And with the addition of a completely polygonal waterworld, players will be able to explore virtually everywhere. It's this limitless feel that cracks open the underwater world with a sledgehammer and makes Ecco one of the first real "adventures" on Dreamcast.

Throughout all 25+ stages of the game, there are true moments of wonder as you bash hammerhead sharks and dodge through schools of fish for food. Imagine swimming through a tight tunnel, dodging the jaws of evil eels and poisonous sea urchins, to emerge in a calm, sunlit pool filled with manatees rays and reclusive dolphins. And with the sense of scale that seems naturally imbedded in the massive watery domain of Ecco, there are definitely more

than a handful of unique scenes that will make gamers stop and marvel (before racing to the surface for air, or course). These moments are always lurking just around the corner—you'll even stumble across a secret oldschool 2D level.

But this is, after all, a game: requiring you to swim and chirp your way through specific tasks. And this is no easy feat. Somehow akin to MDK2 in terms of its appeal to steely-eyed veterans, Ecco contains plenty of puzzles and obstacles to overcome. In fact, you'll be gasping for breath in some of the trickiest underwater environments ever known to fish or man. And often, the clues given to you by "hidden stones" spew nothing but weird, new agy blather that would befuddle even Yoda.

While this steep level of difficulty can be a welcome challenge to some, there are

issues to be had with the camera, which sometimes gets caught up at exactly the wrong moment. But these flaws are very small, in the face of a game that looks like a hi-tech demo and plays like a dream come true. —FRANCESCA REYES

Dreamcast

PUBLISHER: SEGA DEVELOPER: APPROPRIATE GAMES GENRE: ADVENTURE/3D ENVIRONMENT: UNDERWATER PLAYERS: 1 SYSTEM: DOLPHIN HUNTER TACKLE BOX ONLINE: NO PRICE: \$19.99

GRAPHICS 10

We're thinking of a toned-down Power Stone

_SOUND 7

New age music, loads of dolphin sounds

CONTROL 6

Slow response at times, cameras hate charges

GAMPLAY 7

Somewhat difficult, very fast, but impressive

Score: 8



Railroad Tycoon II

The train kept a-rolling, but not online...

Ecco will come to Dreamcast for the express purpose of building a railroad and micro-managing its operation, but it's the quirky train/biz simulator Railroad Tycoon II pushes any grain message, it's that the road less traveled often holds great delights—or perhaps that it's just sort of neat to watch the trains chugging by...

Tycoon thrusts thrusts players into the role of a budding mogul tasked with the creation, maintenance, and expansion of a choo-choo empire. Every facet of the train biz demands attention; you lovers of detail will no doubt thrill at the prospect of selecting routes; purchasing different varieties of iron giants and providing for their upkeep; building bridges; establishing which types of railroad cars should go to which destinations; playing the stock market to obtain extra cash; and competing against computer foes. More than 70 challenges, both historical and fantastical, require some serious strategizing—and Tycoon carves itself a nice niche as Dreamcast's most cerebral title to date.

Players juggle all of these tasks by controlling a pointer, via the controller's D-Pad and analog stick—and a solid compromise has been struck between cursor speed and responsiveness. Tycoon also features a PC-type interface

on its game screen, with icons placed vertically along the top-left. Here, it's possible to access the entirety of the game's functions (building train stations, dropping track, choosing cargo, etc.); click on these icons and you'll usually call up a whole new menu. While they're unavoidable, these pop-up menus ultimately serve to draw a would-be tycoon out of what is a surprisingly enchanting experience.

A port of a well-loved PC game, the DC edition of Railroad Tycoon II features 3D graphics that crush the puny 2D of its predecessors. Sadly, this new incarnation screams loudly for a multiplayer mode that never seemed to ride the rails into stores. Developer Pop Top pulled the game's Internet play option—mostly touted by the PR machine—before it released, and the package suffers for it. Though the DC's computer AI is stiff competition, it's hard to build up a lot of steam for building a railroad juggernaut without being able to crush a few humans beneath it.

—OREG ORLANDO

Dreamcast

PUBLISHER: CAVENDISH OF DEVELOPERS: APPROPRIATE GAMES GENRE: SIMULATION/STRATEGY PLAYERS: 1 SYSTEM: DOLPHIN HUNTER TACKLE BOX ONLINE: NO PRICE: \$39.99

Score: 7

"This is the Rush we've always wanted to see: a must-have for fans." DANIEL ERICKSON



Well, at least the colors are pretty. That's about all you can say about this game.

Gunbird 2

How to mess up a 2D shooter

No matter how revolutionary and beautiful videogames get, there are a few classic genres that will never die. Granted, the 2D shooter was created because there were no 3D graphics to speak of in the days of 1942, Gradius, or even Legendary Wings, but somehow gamers grew attached to the intricate ballet of bullets and power-ups that typified the genre. And so, they continue to be pumped out, even to this day. The latest of these throwbacks is Capcom's Gunbird 2. Unfortunately, while it does add some style to the shooter's basic form, there's little innovation here—and even the classic formula is flawed.

There are the selectable characters, from a fat guy on a magic carpet to the obligatory Japanese schoolgirl, but all of them control identically.

Likewise, there's only one basic shot, one screen-clearing bomb, and one close-up attack that does massive amounts of damage but is usually ineffective. Each character's attacks look different (one bomb is a big laser; another turns all of the enemies into candy), thus giving



the game some visual flair—but it's really just all kinds of different packaging for a single item. Kind of like Coke and Pepsi, only even more so.

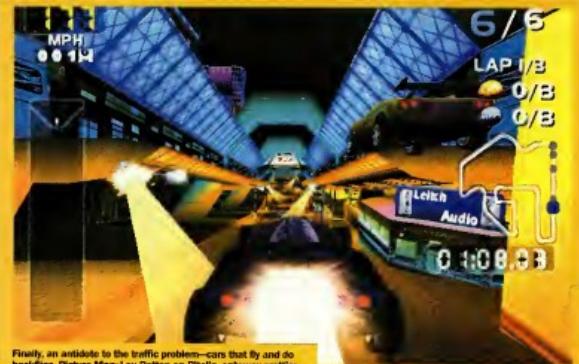
What does set Gunbird 2 apart from other shooters, however, is its difficulty and length. Racing straight through the game takes less than half an hour—and instead of including more gameplay to increase the title's lifespan, Psyko has simply made every level unbearably difficult. Awesome moments of total chaos seem to happen every five seconds—which makes them less awesome and more annoying. And that ruins the whole dang experience.

An inhuman level of difficulty is never a good substitute for gameplay length. With the panic knob turned down a ways and a few more hours of actual levels, this almost (maybe) could have been a good title.

DANIEL ERICKSON



This rabbit looks like he's been mistaken for the Easter Bunny just one too many times...and man, is he pissed.



Finally, an antidote to the traffic problem—cars that fly and do backflips. Picture Mary Lou Retton on Ritalin, only way prettier.



Last time we saw fireworks like this was at Disneyland over Sleeping Beauty's castle—and we were, like, twelve years old and with our moms. These graphics simply rock.

SF Rush 2049

Rush as it was always meant to be

Up here have already been sequels to Midway's arcade smash San Francisco Rush, but none of these iterations has ever managed to capture the speed, intensity and insanity of the original the way 2049 does. Racing across SF's hills in a not-so-distant future proves to be one of the best racing experiences you can have on Dreamcast, thanks to awesome track design, great arcade control and a framerate so sweet it could melt the enamel off every tooth in your head.

Although the racing action alone would have been enough to earn 2049 more than its share of accolades, Midway

takes the title one step further by including a bizarre but compelling stunt mode, some ultra-cool multiplayer battles and an amazing amount of customization options. The stunt mode challenges players to earn points and collect medals by shooting off ramps and performing midair spins with the help of the cars' built-in "wings". And if the stress of trying to complete a series of triple backflips gets to be too much, players can always grab a few friends, strap some weapons onto their cars and shoot the hell out of each other.

The battle mode is close to a game in itself; it's almost as good as any car combat game we've played so far. This is the

Rush we've always wanted to see: a must-have.

DANIEL ERICKSON

Dreamcast.

PUBLISHER: MIDWAY DEVELOPER: MIDWAY
RELEASE DATE: 10/26/2000 PLAYERS: 1-2 PERIPHERALS:
CD-ROM, VR, WIRELESS, VR GUN COUNT: 25+ ESRB:
ONLINE/NOT FOR KIDS

GRAPHICS 10

(20 as good 10 isn't a good thing)

SOUND 8

Appropriate, well-produced and unobtrusive

CONTROL 9

Arcade control combined with stellar tracks

GAMEPLAY 9

Tons of modes and options, zoom, zoom!

Score: 9





You've been hypnotized into thinking you're pretty good.
On the count of three, you will wake up.

You are no stranger to single-player mode racing. You are King of the Road. You are way out of your element. Introducing 4x4 Evolution, the first game with internet connectivity for heavy-duty off-road competitions between Sega Dreamcast, PC and Mac users simultaneously. Because racing alone is like having sex by yourself.



These images were taken from the PC version.

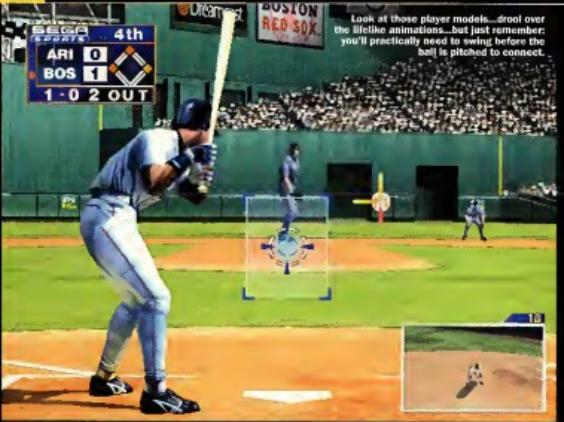
ALL THE TOP SUVS AND TRUCKS FROM LEADING MANUFACTURERS TO CUSTOMIZE • 16 MERCILESS OFF-ROAD COURSES, EACH WITH THEIR OWN ACTIVE ENVIRONMENT, MUSIC SCORE AND DIFFICULTY • GO ANYWHERE GAMEPLAY — NO PREDETERMINED TRACK • ACCURATE PHYSICS, PHOTO-REALISTIC GRAPHICS, AND UNFORGIVING ARTIFICIAL INTELLIGENCE.



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Sega Dreamcast.





For a franchise that is so beloved by fans and press alike, it's a shame to see WSB2K1 go so wrong.

It's not that you can't have any fun with WSB2K1—you can, especially if you're playing with a friend—it's just that overall, this is one of the most disappointing Dreamcast games ever.

World Series Baseball 2K1

With the bases loaded, Sega strikes out

Uhe good news: We finally have a baseball game to play on our Dreamcasts. The bad news: See Good News. World Series Baseball, one of the most respected names in Sega's arsenal of franchises, has now officially been given the redheaded stepchild treatment.

Though the graphics do a great job of showing off the polygon-pushing power of Dreamcast, WSB2K1 shows a decided lack of enthusiasm when it comes to raising the gameplay and features bar. In fact, you could say that it's taking console baseball games in the wrong direction entirely.

For some bizarre reason, the development team decided that we shouldn't be allowed to field

for ourselves. In an arcade-style game such as this, there goes a third of your gameplay right off the bat. What's really galling is

SEGA'S FLY BALL TO CENTER FIELD

If you want to "put" baseball and Dreamcast together, the best way to do it is to turn down a game in Sega's hood—our own lovely San Francisco. Knock yourself out playing an arcade-style game in Sega's wacky sports titles. The new state-of-the-art game kiosk area at the Bell Park features WSB2K1, NBA Live, and Virtua Fighter, plus you can get an Aladdin/Mets/Giant Dogz, a beverage of your choice for your Mom's choice, head to the open area behind centerfield and get your 50¢ back. You were going to drop on WSB2K1, but a couple of tickets from a scalper and here at it. (And the Giants are pretty cool, too.)

that the computer players are rather lethargic about making plays; we pretty much guarantee a controller-throwing incident after seeing your "nimble" shortstop make yet another half-hearted dive after a ground ball up the middle, well after he had any chance of catching the ball.

This leaves us with pitching and batting, which, since you can actually control these functions, got the nod over the game's fielding model, but not by much. Pitching consists of an aiming cursor, a meter that determines the speed of the pitch, and the ability to slightly guide it in a general direction after release. When batting, you hold down the right trigger, use

the cursor to try and line up the swing, and release the trigger to take a hack. The fact that it uses an analog input is rendered useless by the fact that as soon as you slightly release the trigger, the batter will take a full cut...so much for check swings. WSB2K1 goes so far as to further a bad trend in console baseball games—all of the pitches look pretty much the same, and telling a ball from a strike is near impossible, making walks an anomaly rather than an integral part of the game as they should be.

There's plenty more to complain about, such as poor base running AI, access to replays only when the computer deems it necessary, and a feature set that's just shy of

typical, but you'll tire of the gameplay long before these become a factor. ROB SMOLKA

Official © 2000
Dreamcast

PUBLISHED/DEVELOPED: SEGA GENRE: SPORTS
CROSS-PLATFORM PLAYERS: 1-2 VHS COUNT: 12
ONLINE: NO RANK: 1 PRICE: \$49.99

GRAPHICS 8
Outstanding player models and stadium, lighting, and backgrounds

SOUND 5
Not great, not bad, but somewhere inbetween

CONTROL 2
Inability to control fielding, difficult analog swing

GAMEPLAY 3
Dull, slow, limited moves, poor controls - suck

Score: 4

THE GLADIATOR BLOODSPORT OF THE FUTURE



**Unreal™ Tournament coming this
Fall for the PlayStation®2 and
the Sega Dreamcast™**



Dreamcast



PlayStation 2



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"Test Drive V-Rally may well be the prize ace in the rally bull-pen." JIM PRESTON



Aren't these building-type things actually a little like Pogo sticks standing on their ends? Screw the balloon targets—shoot 'em up!

AeroWings 2: Air Strike

Into the wild blue yawn-der

Let's get one thing straight right away: if you like your games with lots of action or plot, you should go on to the next review right now. Really, Test Drive V-Rally is quite good—you'll like it. If you're looking for a game that simply challenges your abilities to fly a plane in precision maneuvers over detailed and colorful backdrops, however you're in the right place.

Crave's AeroWings 2: Air Strike, like the original, deserves credit for being a fairly serious simulation of flight. There are two difficulty settings—standard and advanced—but even in the standard setting, while you need to be able to complete staple dogfighting moves like the yo-yo, split S and Immelman roll with proficiency.

And after you've mastered these moves, there's the game's three modes—free flight (dogfights/sightseeing), tactical (barnstorming/target shooting) and fighter pilot (30 training exercises that enable you to unlock eight more planes)—useable in free flight mode only) to keep you busy. Sort of.

The fighter pilot mode seems to go on forever, because it sends you back to the very beginning every time you blif. It gets old pretty fast.



REPLAY

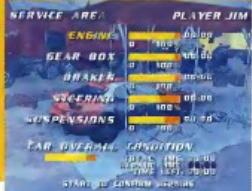
Official Magazine
Dreamcast.

PUBLISHER: 3DO. DEVELOPER: CRASH DESIGN. PEGI RATED: 12+. GENRE: FLIGHT SIM. RELEASE DATE: 1-20-01. SYSTEM: DREAMCAST. ONLINE TO STORE PRICE: \$49.99.

Score: 6



Happily, this game's amazing realism slops just before the cops arrive at the still-smoking scene of your accident and swat you with a whopping \$3,600 ticket for driving without insurance.



Test Drive V-Rally

How to have fun in a Honda hatchback. Alone.

Rally racing is one of those quaint British pastimes, rather like cricket, high tea and soccer riots. And while there are already some respectable rally games for the Dreamcast, Test Drive V-Rally may well be the prize ace in the bullpen.

The two most pervasive flaws in other rally racers are a) their unengaging, near-vertical learning curves and b) their tiresome 15-minute races. V-Rally corrects both of those mistakes via a driving system that slowly ramps up in difficulty, employed with perfect, unstuttering frame rate) on fast and furious tracks of varying lengths—so even the most cross-eyed

newbie should be able to compete proficiently.

There are 16 cars to choose from at the start plus ten unlockable models, and the game's 84 tracks are nicely varied over twelve different countries. The physics feels a little too light at first, but as you unlock larger cars, the racing becomes smooth and fun. And since rally racing usually pits you against nothing but the clock, the addition of an arcade mode—in which you'll see some great high-speed wrecks as you race against four opponents—is wonderfully refreshing.

True, the new track editor is pretty weak; but gameplay

certainly doesn't suffer. So grab that helmet and peel out!

JIM PRESTON

Official Magazine
Dreamcast

PUBLISHER: 3DO. DEVELOPER: CRASH DESIGN. PEGI RATED: 12+. GENRE: RALLY. RELEASE DATE: 1-20-01. SYSTEM: DREAMCAST. ONLINE TO STORE PRICE: \$39.99.

GRAPHICS 8
Great looking with a smooth framerate

SOUND 7
Solid sound effects but annoying engine sounds

CONTROL 10
The best rally controls ever! With a controller

GAMEPLAY 9
Solid handling, easy to pick up and intuitive

Score: 8

IT'S A WORLD OF INTENSE ACCURACY,
RICH GRAPHICS AND UNBELIEVABLE DETAILS.
NOW GET OUT THERE AND DESTROY IT.



It's Gundam Side Story 0079, *Rise from the Ashes* with 3D battle simulation, movie-quality sound track and Gundam - quality mass destruction. Electronic Gaming Monthly™ called it, "... some of the richest graphics yet on Dreamcast. Each of the mechs are cut with so much detail, they look like FMV at a glance." And a glance is all the insidious Zaku forces will get, before your jump jet action and zoom-in weapon features blow them into another dimension.



WATCH GUNDAM WING ONLY ON

Toonami
CARTOON
NETWORK™

Sega Dreamcast





Missions take place in snow, fog, rain and every other terrain imaginable—except for a mine-cart level. No carts here.



From the ghostly twilight of a city street (below) to the rustic view of a bridge in the countryside (right), you'll tour Europe in style. Oh, but that gun may stop you in customs.



At many points in the game, enemy soldiers will literally pour through open doors—so always be prepared for the worst. It's like going to the mall.



If you've ever played Rainbow Six on Dreamcast, then you'll be prepared for the learning curve on the controls for Hidden and Dangerous. If not, then get ready to use every button on your controller.

Hidden & Dangerous

Good stuff can be hidden pretty deep. You just gotta know where to look...

Hidden and Dangerous is a perfect example of how certain elements of a game will, once in awhile, manage to overcome flaws and bugs in the game's design. At first glance, it's not difficult to notice the flaws in H&D: the way a soldier will bang his head repeatedly against a tree before deciding to go around it (of course, we do that all the time—but games are supposed to be BETTER than life, right?); the graphics and player models that are slightly blurry and marred by an occasional stutter in framerate; the tricky controls, which can be downright frustrating for first-timers.

However, once you manage to get into the game and past the initial bad impression,

Hidden and Dangerous can be one hell of a ride.

The game takes you back to the days of World War II, where you'll partake in one of America's favorite pastimes: Nazi killing. Players control every aspect of pre-mission planning, from choosing their troops to arming them with assault projectiles. The variety of weapons available is impressive, with up to four different kind of machine guns and two types of bazookas available—plus a respectable arsenal of various smaller guns.

Once in the mission, players may either revert to the handy Map page in order to issue specific orders for a specific soldier, or use a series of in-

game commands to guide whole detachments around. The six campaigns, made up of



HIDING & DANGEROUS: IT REALLY DOES SUCK

THE BLUE RINGED OCTOPUS is the most venomous creature in the world. It hides by blending in with rocks and sand, but the ring around its suckers turns bright blue when it decides to strike. One bite will kill an adult human; and it's wise to remember that octopi are among the most unpredictable creatures in the ocean. They're fast learners, excellent problem solvers and proven strategists. In other words, if you meet one, don't count on winning the fight. Look sharp!

26 missions in all, flow smoothly together and stay far more interesting for far longer than most other virtual war machines of its ilk.

Want a little variety? H&D also allows players to drive ten different vehicles—in air, land or water. Campaigns take players to Italy, Yugoslavia, Germany, Norway, Czechoslovakia, and the North Atlantic (aboard a sinking ship, no less). Beware, though—the AI is exactly as difficult and unpredictable as we have come to expect from military strategies in the vein of Rainbow Six (it's mostly closely related competitor).

But considering all that this game has going for it, it would be a shame to dismiss it for a few flaws. So if you still wanted more after taking a spin on the

Rainbow Six strategy rollercoaster, this is the next ride to take. GARRETT KENYON

Dreamcast

PUBLISHER TALONSOFT DEVELOPER ELLIOTT GAMES SHOOTER/STRATEGY PLAYERS 12+ ESRB M PRICE \$49.99

GRAPHICS 6

A bit blurry, but look closer—they're well-drawn

SOUND 7

Generally appropriate—and at times truly intense

CONTROL 6

Takes awhile to master, a keyboard is easier

GAMEPLAY 7

Definitely difficult, but seriously rewarding

Score: 6

With a nice mix of the familiar and the not-so-familiar, Street Fighter character selection is excellent. We have been playing a LOT of SF3 lately. Too much.



Street Fighter 3: Third Strike

You only live thrice

Every so often enough lint, cheese and curiously crusty discharge collects in our eye sockets that we are forced take a moment out of our busy days and actually blink. What this means, of course, is that we run the risk of missing the release of yet another Street Fighter game. Need we say more?

Fortunately, at the end of a recent blink, our eyes reopened to behold the pristine Street Fighter glory that is *Third Strike*. While there's not a whole lot of completely original content here, Capcom's third attempt at perfecting the SF3 formula is the best-looking—and arguably the best-playing—Street Fighter game to date. It rocks an old-school

fighting style. It bumps a new-school hip-hop soundtrack. It's got a few new characters that weren't in *Double Impact*—including perennial favorite Chun-Li and the best 2D animation we've ever seen in a fighting game. It's totally customizable. And it's the newest Street Fighter game out there. Need we say more?

LOOKS TO DIE FOR

VISUALLY, *THIRD STRIKE* IS LOVELY. While the fighters are still low-res sprites (grumble...), their illustrations and animations are superb throughout. Observe the subtle shading in these faces! Unlike the somewhat spotty character designs in *Impact*, the art of Marvel vs. Capcom 2, this one is tight the whole way through. If flaws are there, we sure didn't see 'em.

Well, clearly, no. But we want to. First, before all you 45-frit combo kaders run out and grab yourself a copy of this one, it's important to understand that *Third Strike* is in many ways a skills-based alternative to the insanity of *Marvel vs. Capcom 2*. This is not a game that naturally balances opponents; a skilled Street Fighter vet will have no

problem cleaning the floor with button-mashing newbies. In many ways, 3S is a throwback to the old school *Street Fighter*, foregoing over-the-top style and intensity in favor of finely-tuned, methodical combat. This is a thinking man's fighting game.

And if you want cool features, check out the system-direction option screen. It's a ten page menu for customizing gameplay—you can cancel super arts, enable auto blocking, turn on chain combos and more, ad infinitum. If there's anything in this game you don't like, odds are you can change it. This is quite possibly the finest 2D beat 'em up to date, and a must-have for Street Fighter fans who haven't been kept up to date with the series. Go out and

pick up a copy of unadulterated fighting bliss. **EVAN SHAMOON**



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Dreamcast.

PUBLISHER CAPCOM DEVELOPER CAPCOM
GENRE FIGHTING GENRE 2P PLAYERS 1/2
PERSONAS ONLINE NO PRICE \$39.99

GRAPHICS 9

They are mostly solid hip-hop beats

SOUND 8

You'll hear some solid hip-hop beats

CONTROL 9

Movement: Street Fighter

GAMEPLAY 9

You know what you're getting, and you'll get it

Score: 9



GAME OVER



Flying Fortress Kabuki

CREDITS: 0

Cannon Spike serves as sort of a Capcom high school reunion for some angry characters who are carrying rather large guns while strapped to wheeled transports. And while Homecoming King Ryu isn't here to share in the festivities, Queen Cammy is.

Cannon Spike

Shoots to thrill... And almost hits the mark

Capcom's Cannon Spike does have a plot, but here's the fun in a nutshell: stuff wants shooting. The game scoops up five recognizable Capcom heroes (among them Arthur from *Ghosts 'n' Goblins* and Charlie from *Street Fighter*) plus two new characters, and thrusts them into a world in which violence is at once the disease and the cure (ain't that the truth).

The straightforward blast-'em-all action, best experienced with a friend in two-player mode, takes place in the third-person point of view, with every inch of brutality shown from an isometric perspective. Characters zip around on high-powered motor boats, employing various hand-to-

hand and projectile attacks to decimate the waves and waves of enemies that inhabit the game's ten levels. Along the way, Spike subtly tips his hat to

MY VEGA, THEIR BALROG

BLAME THE CAPCOM name game on Mike Tyson. Because Capcom couldn't release *Street Fighter 2* in America with its Mike Tyson-esque boxer Balrog, the boxer became "Mike," a name switch had to be hastily effected. When the game crossed the Pacific, the boxer character Vega was renamed M. Bison; the boxer Balrog became Balrog, and the Spanish brawler Balrog became Vega. And, finally, even though the game couldn't explain why Capcom reverted to calling the American Vega character Balrog within the confines of *Cannon Spike*, but we have our suspicions.

various games and films—one zombie and decaying-dog chick-level is clearly ripped straight from Resident Evil, and music from Indiana Jones and the Temple of Doom is featured during a mine cart level.

Although it's no deeper than a dime, Spike does out some good-natured fun and solid fighting/shooting play. Detailed character models have been rendered with the same loving care that shaped their distant cousins in *Power Stone*; 2; a smooth and snappy framerate enables the characters to move seemlessly across the themed environments; slowdown, even when multiple enemies are moving or firing never rears its ugly head. Very nice, indeed.

Four separate attacks are mapped to the DC controller, providing for both rapid-fire blasting and fist-meets-face stomping. Characters can only shoot in the direction they're facing, but nice lock-on and easy-to-handle strafing features add an almost Robocon-like feel.

To defeat enemies, players must continually shift tactics for maximum efficiency; fire-spraying thugs are best shot from a distance, but the slow-moving robots can be tackled at kissing distance. Cool bosses and sub-bosses (like the clawed Street Fighter villain Vega, called Balrog in Spike, and the zombified Bio Gorilla, Bloody) add to the gaming symphony. Unfortunately, these orchestral maneuvers are pretty much limited to one note played

That's the way the Cannon (right) gets Spiked (or flamed). Capcom heroes and a B. Hood (below), square off against bad guys in a variety of combat variety—damn you, you hated automatons!



SHOOTERS & TARGETS



This game's dramatic personae includes the well-worn Capcom heroes Mega Man and Arthur the knight. It's like *deja vu* (*but with big bug monster bosses*).

over and over until the ear bleeds. But if you like that note, you'll love this game. GREG ORLANDO

Dreamcast

PUBLISHER: CAPCOM DEVELOPER: PEGASO GAMES GENRE: SHOOTER RELEASE DATE: DECEMBER 1998 PERIPHERALS: VMU ONLINE AND PRICE \$39.99

GRAPHICS 6

We're thinking of a nameless Power Stone

SOUND 8

Fairly pain meets John Williams rock on!

CONTROL 7

Passable and just a bit Italy Immortal Italy

GAMEPLAY 7

So forth and stod. And then shot some more

Score: 7

She's out for Blood.

AND WITH VICTORY AT HAND, SHE CAN ALMOST TASTE IT

DARK Angel

Vampire Apocalypse

- Explore secluded swamps and dark dungeons,
- Tranquill forests and ancient crypts
- Crouch, jump, roll, side-step, and slash and dash
- Experience ever-changing landscapes,
based on player performance
- Run Freely throughout open
architecture kingdoms.



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Metro3D, Inc.

Screenshots are from Sega Dreamcast.



PlayStation 2

Dreamcast

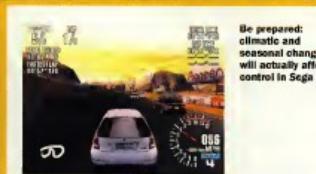
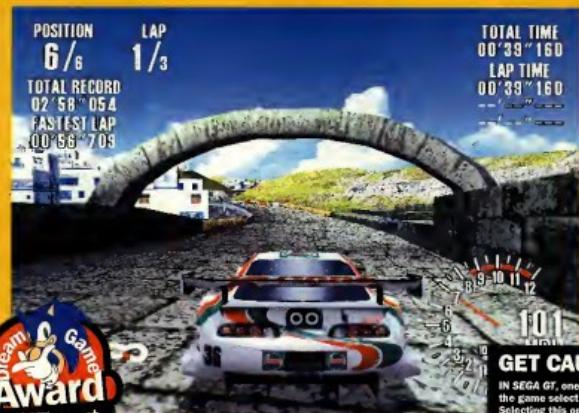




"Sega GT is nicely balanced, gloriously deep, and immensely challenging." FRANK O'CONNOR



Customization is the name of this game. At the 'carrozeria' (yep, that's really what it's called), you can order a car to your specs much like you'd order a pizza—except you don't have to worry about they're going to remember to hold the anchovies.



Be prepared:
climatic and
seasonal changes
will actually affect
control in Sega GT.

GET CAUGHT UP IN SEGA (GT). NET

IN SEGA GT, one of the main options on the game select screen is "Internet." Selecting this option takes you quickly and efficiently to an Internet dial-up screen—where your game will then be connected to the Sega GT official page, enabling you to download all sorts of cool features and options. You can even swap cars with other players online—we're betting that this will be the most popular feature—and save them onto your VMU. You can also compare race times, and swap stories with buddies.



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PV 4/27

Sega GT

We've said it before, but this time we really mean it: it's a **KILLER APP!**

Gran Turismo had over 200 cars. Whoopie! Sega GT has over two million, and we can't even spell the noise that this number causes us to make. But there's a little catch, of course; that's two million variations on around 120 cars. Hmmpf.

Still, we have to admit, that's a pretty big number. From awesome beasts like the one liter-engined Daihatsu or the house cat-sized Honda Z to truly inspirational vehicles (newly included in the US version) like the legendary Dodge Viper (yes, it has a truck engine), the Ford FR Mustang SVT Cobra R, and the Audi 4WD TT Quattro, GT's automotive menu truly runs the gamut.

And it certainly isn't short on

gameplay options, either. There are three ways to race: in split screen VS (be prepared to spot quite a bit of draw-in and pop-up in this mode, but it's still great

fun), Single race, or Extended Championship modes.

The game itself splits neatly into two parts—a racing sim, which is in turn divided into several leagues and events where you can enter (and win) races in order to climb to the top of the motorsport ladder—and a "virtual garage," which lets you build cars from scratch, customize the ones you've already bought and even trade your rejects with friends and rivals via VMUs or the Internet. Naturally, all of this costs money—which can only be earned by winning races.

The controls are everything you'd have asked for if the designers had dropped by your abode one evening for a little

chat—subtle, delicate measures are what's required to win at this game, even though every instinct will be begging you to twitch and yank your way around corners.

The analog stick responds to the merest whisper of movement, in accordance with awesome physics that varies with each car—every virtual design is based on that of its real life counterpart.

As a game, Sega GT is far less anal and irritating than Gran Turismo, with more emphasis placed on racing and a much more enjoyable customization interface. And graphically, it's a winner; cars are crisply rendered and tracks contain exactly the right amount of visual variety. On a VGA monitor, GT is by far the prettiest driving game available—and overall, it's the best racer for

the system. Nicely balanced, gloriously deep and immensely challenging. FRANK O'CONNOR

BUT WHAT ABOUT SATURN?

SURE, IT'S EASY to point a gloomies and stick car in the Dodge Viper to represent US manufacturers in GT. Just as, we're the only group of editors who'd be caught dead to the big question What about Saturn?

We mean, c'mon! Saturn's one of the leading automotive engineers in the US of A, and we've just looking for a little specialism for a company that brings us the friendliest chic drivers' interface around. It's just so tantalizing odd. After all, where would we be without the three-door coupe, so ingeniously ladroned by Saturn for drivers as lazy to push up their seat belts for a friend? Blahhh.

And it certainly isn't short on

options, like the ability to alter car models.

Dreamcast.

PUBLISHER: SEGA DEVELOPER: SEGA GENRE: RACING SYSTEM: DREAMCAST PERIPHERALS: VMU, WHEEL, SSRS 2 ONLINE DOWNLOAD: PRICE: \$49.99

GRAPHICS 8

Seattle's graphics of alienation to car models.

SOUND 8

Seattle's sound can be quiet, race engine FX.

CONTROL 7

Seattle's control is realistic controls aimed at car fans.

GAMEPLAY 9

Seattle's gameplay sharp, detailed and varied race scene.

Score: 9

FLIGHT PLAN

2432

DISCOVER EXCITING
JOBS

GO TO COLLEGE

EXPLORE THE
UNIVERSE OF
POSSIBILITIES

TEST MYSELF
PHYSICALLY
AND
MENTALLY

BE A LEADER
SEE THE
WORLD,
MEET
INTERESTING
PEOPLE



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If Pamela Anderson knocked at our door naked with this game in her hand, we wouldn't let her in. We'd go so far as to call the police.

Jeremy McGrath Supercross 2000

We played it so you don't have to

Mother always told us that if you can't say something nice, you shouldn't say anything at all. Had we subscribed to the advice, the review for the lamentable pile of horribleness known as Jeremy McGrath Supercross 2000 would be about six words long. Maybe five.

To the point: McGrath is a turd pressed onto a GDROM; a poor excuse for a PlayStation motorcycle supercross game that has been shoddily ported to Dreamcast with nary an improvement. On PlayStation, the game plays poorly enough—and it looks like someone's bloated, taco-induced nightmare (yo quiero Pepto Bismol). On the 128-bit Dreamcast, poor Jeremy's flaws are only magnified.

To begin again: Monkeys threw pop on the wall and what stuck was McGrath. In-game graphics are blurry and muddy, with all the track textures rendered as one long strand of grey-brown muck (regardless of whether the course holds packed earth or mud). The riders themselves are poorly rendered and somewhat pixelated, as they're riding along the various tracks, their jerkiness is clearly evident. Someone forgot to put in that fabled third frame of rider animation, and it shows.

During the various races and challenges, players can unlock new bikes and tracks, but generally, it's best not to

bother. There's little to no noticeable difference between the bikes themselves, and the awful control elevates the scraping of each new track's guardrails into a strange sort of art form. Each little tug of the DC analog stick causes a rider to jerk wildly—and a hard tap at an inopportune moment (such as in a jump) can send a rider flying into the dirt, where he will suck earth like a Hoover. Game physics are similarly weak, and players can ride the rails or slam into other racers without losing the slightest bit of speed.

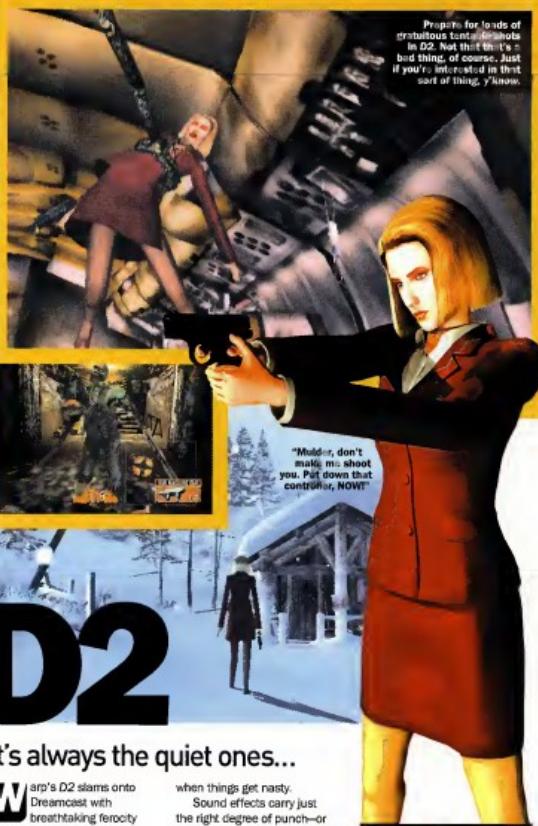
A decent track editor and a freestyle mode where you can catch air on the moon serve as the game's only redeeming features. And even they can't redeem McGrath's (or Acclaim's) blackened soul. Shame, shame, shame. Beat your breasts and light the pyre, guys. **GREG ORLANDO**



Official Magazine
Dreamcast

PUBLISHER ACCLAIM DEVELOPER ACTUUM
SAIL LAKE STUDIOS GENRE ACTION/ADVENTURE
SYSTEMS DREAMCAST, PC, PS1, XBOX
RELEASE DATE FALL 2000
RATING T
EFFECTS M
PRICE \$39.99

Score: 1



D2

It's always the quiet ones...

Warp's D2 slams onto Dreamcast with breathtaking ferocity and cinematic brilliance. The sense of impending doom is immediate and wonderfully uncomfortable—and we're kept on edge throughout the entire four GDROMs. And throughout it all, in a genius twist, the main character speaks nary a word.

D2 is graphically superb. The overall look of characters and environments is photorealistic, and Warp's designers have succeeded in creating a truly desolate visual feel. You'll fear the moments when you have to embark on journeys to solve the game's mysteries, and will actually jump off the couch

when things get nasty. Sound effects carry just the right degree of punch—or subtlety—for every situation, and voice performances are above average (albeit a bit out of sync, at times). But the real aural bliss is in the game's music, which works beautifully as a bridge between horrors.

Typical adventure gameplay is relieved by realtime RPG-type battles, complete with experience points as rewards for the heroine.

There's a speck of "ifiness" in the control (easily overcome), and the game clocks in at under ten hours of gameplay (could your poor nerves really take any more than that?—but if you want to scare yourself silly, **D2** is just the ticket). **RUSSELL GARRETT**

Official Magazine
Dreamcast

PUBLISHER SONY DEVELOPER MINT STUDIO
GENRE ADVENTURE/STORY DRIVEN
SYSTEMS DREAMCAST, PC, PS1, XBOX
PERIPHERALS JUMP PACK, ESRB M
PRICE \$29.99

GRAPHICS 8

Beautifully detailed environments, repugnant critters

_SOUND 9

Effects are sharp and loud, music WILL chill you

CONTROL 6

Similar to others of the genre, a tad twitchy

GAMEPLAY 7

Resident Evil meets Parasite Eve. We love it

Score: 7



NOthin' BUT ATTITUDE!

Get ready to be blown away by the world's best-known drag racing stars racing today's hottest cars on 1/4 and 1/8 mile tracks. Enjoy day and night racing and full weather dynamics at 10 IHRA-sanctioned tracks. You can choose from more than 50 vehicles, including classics and late models, and **IHRA Drag Racing** features the top cars and drivers from Top Fuel, Pro Mod, Pro Stock, and Funny Car.

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The Hottest Drivers



Nitro Burning Dragsters



Coming In
November!

Full Body and Paint Shop



Internet Multiplayer



Dreamcast™

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- Tweak and tune over 70 different components in the car shop to build the ultimate dragster.
- Custom paint shop lets you create your own, special look.
- Spectacular graphics bring the action to life, including hair-raising crashes.
- Day and night racing on 10 IHRA-sanctioned tracks!
- Realistic physics and incredible car dynamics deliver all of the fantastic action of real-life drag racing.

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GAME/PUBLISHER	DESCRIPTION	RATING	ISSUE	GAME/PUBLISHER	DESCRIPTION	RATING	ISSUE
ACTION				DRIVING			
INFERNAL DELS Action	Return shooter a bit too much insight the edges so many times.	6	Issue 2: Nov/Dec 99	ARMED THUNDER racing	Tough as nails with some nice twists with Psycho Thunder somewhere.	7	Issue 2: May/Aug 00
INAZUMA TENZI Sega	Facilitated soccer objectified basic game; what's new?	5	Issue 4: May/Jun 00	INFERNO RACERS TH	God physics and Monstous crashes could be even more powerfully.	5	Issue 4: May/June 00
KICK FIGHTER UbiSoft	Interaction shooter that may be boring to some, but excellent to others	7	Issue 2: Sept/Oct 00	REVERE: THE RACER ARMS	Reverer that has the force of god and decent and up scaling	7	Issue 2: May/June 00
MONSTER'S COULD OF THE NETHER Zone	Rock back and forth to your own evilish charge	5	Issue 2: Oct/Nov 99	X1 WORLD CARCHARHINUS RACE Sega	Precise handling and similarities make this an excellent race	5	Issue 2: May/June 00
ONYXIAN COP Sega	Arcade style 'em up for one's own, but then they just repeat	6	Issue 2: Nov/Dec 99	HYDRO TRACKS Midway	CART racing down with some good attention to physics and detail	5	Issue 2: Nov/Dec 99
EXCITEMABLE Megamedia	Simple, straightforward shooter does its title like well	3	Issue 2: Nov/Dec 99	MADHOUSE RACING Coys	Slick looking racer that doesn't handle as well as it looks	4	Issue 2: Sept/Oct 00
FIGHTING Force 2 Edge	Part of a series of fighting games that are repetitive pieces	5	Issue 4: May/June 00	MONSTER GRAND PRIX UbiSoft	It's 3's racing for the 7's part, all others need not apply	4	Issue 2: Nov/Dec 99
FOR PROSTERS Activision	Stuffed animal chick 'em up with advertising elements to boot	6	Issue 2: Sept/Oct 00	PERIL PERILONEX Intergames	Wacky monster race has the god-like absurd for everyone over 10.	5	Issue 2: Nov/Dec 99
GRAND TRUNK 2 Activision	Beast, destruction, mayhem and more... a treat for diehards	5	Issue 2: Aug/Sept 00	RE-VOLT Activision	Most 8C racer with charm and playability for the whole family	5	Issue 2: Nov/Dec 99
GUNMAN HIDE OUT: 2015 Sector	It's all about the animal racing in this 3D first person shooter...and	7	Issue 2: May/June 00	RE-SORT 2 Sega	Great racing title; nice difficulty and thematic problems	8	Issue 2: May/June 00
HACKING Interplay	Repetitive when blasted off at the end on the ground...yawn	5	Issue 4: May/June 00	SOURCE PARK RACING Activision	Cartoon and gung are both great for more mechanics	5	Issue 2: Sept/Oct 00
HAKUNE'S SAGA	Fight phase ends with lots of story and innovative elements	7	Issue 2: May/June 00	SPED REVIEWS Intergames	The best of our existence, review wise, hasn't never let us forget it	8	Issue 2: Nov/Dec 99
HANZI HENKYO	Superior sequels stand up to old bangers with Human to Space	5	Issue 2: May/June 00	SUPER HAMMER EXTREME RACING WINGLET	Fast driving arcade monster that ends up being kinda fun	5	Issue 2: Nov/Dec 99
HARDWARE CREATURES 2 Konami	Get-bitten 3D game with weird looking birds and a damaged hero	6	Issue 2: Sept/Oct 00	TEST: THE GAME OF LIFE Activision	Best design and an unbroken regime do not a great game make	5	Issue 2: May/June 00
HARVEST SKY Majixx	Off-the-shelf strategy shooter finally emerges sans marketing	5	Issue 2: Sept/Oct 00	THE WIND WALKER Activision	Great racing title with lots of different challenges	5	Issue 2: Nov/Dec 99
HAZE ZERO Interplay	Great concept, horrible execution; a manglered game gone wrong	5	Issue 2: Sept/Oct 00	TRICKSTER Activision	Severe, although horrendous, teaching kids a little bit of practice	5	Issue 2: Nov/Dec 99
HAWK FIGHTER THQ	3D weapon-based 'em back 'n' slash, the bottom of the DC barrel	2	Issue 4: May/June 00	WACKY RACES Interplay	Get shooting gitz ready in this classic kart race with attitude	5	Issue 2: May/June 00
HIGHWAY 20 - 2ND DIVISION Activision	Same idea to such with pretty graphics but requires preplay	7	Issue 2: May/June 00				
HILD METAL GUNFIRE Games	Car control meant for one, but worked for multoplayer	7	Issue 2: May/June 00				
HIMMEL ARMAMENTO Intergames	Third shooter with brand graphics, but same intense tension	5	Issue 5: May/June 00				
ZOMBIE REVENGE Sega	Multiplayer frenzies goes boom; no one-to-one action	5	Issue 4: May/June 00				
	Arcade style beat 'em up with zombies and no real depth	6	Issue 4: May/June 00				
ADVENTURE				ARCADE			
BLIZZ STINGER Activision	Smart儿 adventure trapped up by voice acting and cameras	6	Issue 2: May/June 00	CONFIDENT HALLOS	Retro shooter upgrade to include classic and recently up to par	4	Issue 2: June/July 00
CHARRIER Jester	Madly abandoned sailing simulator with some swimming times	7	Issue 5: May/June 00	GALACTIC LEGENDS Midway	A great arcade port that only suffers from repetitive nature	5	Issue 2: May/June 00
HOPPY OPERATION ESPIONAGE IFO Interactive	Difficult, complex puzzle game that's a little too harsh on its own good	6	Issue 6: July/Aug 00				
LEGACY OF KILL: SOUL REVENGE Vision	Revol to revenge with your graphics and fight gameplay	5	Issue 4: May/June 00				
MISSION: EARTH	Ambitious 3D adventure; betrayed by cutscenes and graphics problems	5	Issue 6: July/Aug 00				
TOP COMMANDER Sega	Interactive 3D through childhood. Tops, tops and...crossword	7	Issue 2: May/June 00				
VIRGINIA: 2010 ADVENTURE Activision	Car control meant for one, but worked for multoplayer	7	Issue 2: May/June 00				
WILD METAL GUNFIRE Games	Third shooter with brand graphics, but same intense tension	5	Issue 5: May/June 00				
ZOMBIE ARMAMENTO Intergames	Multiplayer frenzies goes boom; no one-to-one action	5	Issue 4: May/June 00				
ZOMBIE REVENGE Sega	Arcade style beat 'em up with zombies and no real depth	6	Issue 4: May/June 00				
ADVENTURE				ARCADE			
BLIZZ STINGER Activision	Smart儿 adventure trapped up by voice acting and cameras	6	Issue 2: May/June 00	ARMADA MicroR	Hybrid shooter/TPS with plenty of high points and a bit of bathos.	5	Issue 2: May/June 00
CHARRIER Jester	Madly abandoned sailing simulator with some swimming times	7	Issue 5: May/June 00	ELEMENTAL FIREBALL Gear Vehical	New looking, but tough 2D RPG with minimal storyline	5	Issue 2: May/June 00
HOPPY OPERATION ESPIONAGE IFO Interactive	Difficult, complex puzzle game that's a little too harsh on its own good	6	Issue 6: July/Aug 00	EVOLUTION: 2010 ADT PRIMUS UbiSoft	Overly dumbed-down combat with great, great characters	7	Issue 2: May/June 00
LEGACY OF KILL: SOUL REVENGE Vision	Revol to revenge with your graphics and fight gameplay	5	Issue 4: May/June 00	EVOLUTION: CROSS: 2010 ADT PRIMUS UbiSoft	One song with more of everything, but it's whole lot more	5	Issue 2: May/June 00
MISSION: EARTH	Ambitious 3D adventure; betrayed by cutscenes and graphics problems	5	Issue 6: July/Aug 00	TEST: THE GAME OF LIFE Activision	Very slick breeding with simple, graphics but can't compete	5	Issue 2: May/June 00
TOP COMMANDER Sega	Interactive 3D through childhood. Tops, tops and...crossword	7	Issue 2: May/June 00	TRICKSTER Activision	Action 3D RPGs aside after their wife girls picked by evil empires	5	Issue 2: May/June 00
VIRGINIA: 2010 ADVENTURE Activision	Car control meant for one, but worked for multoplayer	7	Issue 2: May/June 00	TIME STUDIES Sega	Planned time-traveling with good intentions but no follow-through	5	Issue 2: May/June 00
WILD METAL GUNFIRE Games	Third shooter with brand graphics, but same intense tension	5	Issue 5: May/June 00				
ZOMBIE ARMAMENTO Intergames	Multiplayer frenzies goes boom; no one-to-one action	5	Issue 4: May/June 00				
ZOMBIE REVENGE Sega	Arcade style beat 'em up with zombies and no real depth	6	Issue 4: May/June 00				
FIGHTING				PUZZLE			
DEAD OR ALIVE 3 Capcom	Complex, strategic 3D fighting with the best looking characters around	10	Issue 5: May/June 00	BUST-A-MOVE 4 Konami	Same place, same atmosphere, bubble-busting fun. Perfect for two players.	6	Issue 2: Sept/Oct 00
DEAD OR ALIVE: CODE: VERKAKA Capcom	An exciting and fitting sequel to the classic survival horror game	10	Issue 5: May/June 00	COKE & CRACK Sega	Steak 'n' Shake goes to 'impossible crazy' in Sega's first online exclusive	6	Issue 2: May/June 00
THE KING: TERRITORIUM REINFORGED Vision	Slow, plodding, hokey adventure with an interesting plot but no pace	2	Issue 7: Sept/Oct 00	DIRTY DOLLAR Games	Cute mismatched puzzle that should be outlawed for addictive qualities	7	Issue 2: Sept/Oct 00
SHADOWN ARMED REVENGE Vision	Solid, dark, gothic underworld romp in crime and chaos. Shadowrun	5	Issue 4: May/June 00	WRENCH Vision	It's wet, it's wacky, and it could be fun for two players...but it isn't.	5	Issue 2: Sept/Oct 00
SHOGUN ADVENTURE Sega	Shonan goes 3D with style and more substance; an instant classic	5	Issue 3: Sept/Oct 00				
SUPER MAGNETIC NEON Crisis	Out-of-patent with a little bit of brain	7	Issue 7: Sept/Oct 00				
YU-GI-OH! THE LAST RESOLUTION Konami	Dated engine does nothing new on Dimension, what a shame	5	Issue 8: July/Aug 00				
FIGHTING				SHOOTER			
DEAD OR ALIVE 3 Capcom	Complex, strategic 3D fighting with the best looking characters around	10	Issue 5: May/June 00	GRABBING TURBOS	Old school 2D shooter for shelves here of the arcade genre	5	Issue 2: May/June 00
DEAD OR ALIVE: CODE: VERKAKA Capcom	An exciting and fitting sequel to the classic survival horror game	10	Issue 5: May/June 00	HOUSE OF THE DEAD 2 Sega	Lightgun shooter sans lighting bolts that arcade classic only slightly	5	Issue 2: Sept/Oct 00
THE KING: TERRITORIUM REINFORGED Vision	Slow, plodding, hokey adventure with an interesting plot but no pace	2	Issue 7: Sept/Oct 00				
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SPORTS				SHOOTER			
BASS FISHING Sega	Best bass fishing ever! Arcade port is wonderful for bass.	6	Issue 2: Nov/Dec 99	GRABBING TURBOS	Old school 2D shooter for shelves here of the arcade genre	5	Issue 2: May/June 00
EWV HUNTER Vision	The old 3D+ engine with some very poor physics makes this a dud	2	Issue 6: July/Aug 00	HOUSE OF THE DEAD 2 Sega	Lightgun shooter sans lighting bolts that arcade classic only slightly	5	Issue 2: Sept/Oct 00
HYA SHOOTING HYDRAZINE Hydrazine	Great presentation of water-based, but not deep enough to satisfy	7	Issue 2: Nov/Dec 99				
HYA SHOOTING HYDRAZINE Hydrazine	Water shooting fast, great, but missing the classic challenge	5	Issue 2: Nov/Dec 99				
TECH ROMANCE Capcom	Big eye ballin' action as linear as a 3D fighter with lots of quirks	7	Issue 2: Nov/Dec 99				
WATER FIGHTER 2000 Sega	Hydrolics version comes home with all the previous flavor	5	Issue 2: Nov/Dec 99				
VIRTUAL GIRL: DIVERGENCE DANGEROUS Arkane	Water-based action with the melt stick support...will you ever stop.	6	Issue 7: Sept/Oct 00				
SPORTS				PERIPHERALS			
BASS FISHING Sega	Best bass fishing ever! Arcade port is wonderful for bass.	6	Issue 2: Nov/Dec 99	VALKYRIE STRIKE Intec	Cool looking chrome arcade stick with eight programmable buttons.	5	Issue 2: Sept/Oct 00
EWV HUNTER Vision	The old 3D+ engine with some very poor physics makes this a dud	2	Issue 6: July/Aug 00	ARMADA FIGHTER STICK ATETEC	A must for any light gun fans. Fun with lots of other games, too.	5	Issue 2: May/June 00
HYA SHOOTING HYDRAZINE Hydrazine	Great presentation of water-based, but not deep enough to satisfy	7	Issue 2: Nov/Dec 99	ASTRONOMY Gear Vehical	Cheap DC controller that gives you what you want if you can.	5	Issue 2: May/June 00
TECH ROMANCE Capcom	Big eye ballin' action as linear as a 3D fighter with lots of quirks	7	Issue 2: Nov/Dec 99	COCK 4 WHEEL Intec	One of the better steering wheels and pedal controls available.	5	Issue 2: May/June 00
WATER FIGHTER 2000 Sega	Hydrolics version comes home with all the previous flavor	5	Issue 2: Nov/Dec 99	DRAGON MASTER CONTROLLER Yoke	Six-button controller has lots of problems, but the 9-pad is great.	5	Issue 2: May/June 00
VIRTUAL GIRL: DIVERGENCE DANGEROUS Arkane	Water-based action with the melt stick support...will you ever stop.	6	Issue 7: Sept/Oct 00	EMULATOR: 3DO SHOOTER Intec	Massive...no, massive quality DC controller that surpasses the original.	5	Issue 2: May/June 00
				SOLO: LIGHTNING GUN Vision	Solo, light gun lightning arcade stick with cool game and -relax- button.	5	Issue 2: May/June 00
				TEST: THE GAME OF LIFE Activision	This is TV as intended as a pen set, but actually, it's just a TV.	5	Issue 2: May/June 00
				THREE-DIMENSIONAL SHOOTER 3D Vision	It's got lots of controls, and lets you play games...plus.	5	Issue 2: May/June 00
				INTERACTIVE BATTLE CHAOS Hoover	Massive board-breaking power than you can handle. Bloody but cool.	5	Issue 2: May/June 00
				JUMBO MUDPIE FX 32 Vision	Good memory card with lots of games. Has light screen though.	5	Issue 2: May/June 00
				MAD CATZ OCEANIC CARBON Cable	Actually on its own while playing, either on the floor or the bed.	5	Issue 2: May/June 00
				MADE IN CHINA Vision	The best...but not the last. The last...but not the best.	5	Issue 2: May/June 00
				NEO-X RAYBLASTER Card	Accessories of memory cards for the last. And you can look it to PC.	5	Issue 2: May/June 00
				NEO-X RAYBLASTER Card	It's not the last...Trend is to keep your sets.	5	Issue 2: May/June 00
				PERFORMANCE MEMORY CARD	At only 100 it's not the best, but it's so unique.	5	Issue 2: May/June 00
				POWERLINE XBOX	Always try to connect two Neo Games together for multiplayer action.	5	Issue 2: May/June 00
				QUADRANT FIGHTER PAD Intec	Programmable and cool looking, but its performance shape leaves a lot to be desired.	5	Issue 2: May/June 00
				RAZER MIZZEL WHEELS	Lacks weight, balance and sleekness, but has firm feedback.	5	Issue 2: May/June 00
				SHOOTMASTER LIGHTBLASTER Intec	Excellent lighting but not as good as the Mad Catz.	5	Issue 2: May/June 00
				THUNDERSTORM RACING Wheel	This thing is complete crap. Don't buy this thing.	5	Issue 2: May/June 00
				WHEELMAN PAH Yoke	We could do worse. Cheap pedals and weirdly positioned buttons.	5	Issue 2: May/June 00
				INNOVATION 4-MESSENGER MEMORY CARD	This nubile pack accessory works, and that's it. It has to.	5	Issue 2: May/June 00
					Like the Pelican card, but works a lot better. This is the one to get.	5	Issue 2: Sept/Oct 00

**GAMES.
GIRLS.
GORE.**



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PARASITE EVE™
AND PARASITE EVE II™
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HOW TO



LEGACY OF KAIN: SOUL REAVER

Cheat Big Time!

Cheating doesn't get much better than this. This huge batch of codes will get you through every part of Soul Reaver in a fraction of the time it would normally take you. First, pause the game. Then, while on the pause screen, press and hold the Right Trigger Button while you enter the following cheats (use the D-pad for directional inputs). As you enter the codes, you'll hear a sound that tells you that you've done it right—and when you return to the game, the effect of the cheats should be evident.



All codes should be used with caution since they have the potential to crash the game. And don't enable the cheats until AFTER you've completed the entire training area at the beginning of the game—it should be possible then after you've seen the Sanctuary of the Clans climactic or after Raziel has reached the Lake of the Dead (vortex area).

Refill Health (mild'er)

Raise health coil to next level

Raise health coil to max (Level 4)

Hurt Raziel

Refill glyph/magic meter

Raise glyph meter to max (52 pts)

Turn on "pass through barriers" ability

Turn on "Soul Reaver" ability

Turn on "wall crawling" ability

Turn on "force" ability

Turn on "constrict" ability

Forge Soul Reaver with Fire
(turn on Fire Reaver)

Imbue Reaver = Fire
(as if passed through flame)

Imbue Reaver = yellow/white Reaver
(graphic effect only)

Imbue Reaver = red/black Reaver
(graphic effect only)

Turn on Force Glyph spell

Turn on Stone Glyph spell

Turn on Sound Glyph spell



Jump in, the water's fine! That is, as long as you've used the "swim" ability cheat.

Turn on "swim" ability

Turn on Water Glyph spell

Turn on Fire Glyph spell

Turn on Sunlight Glyph spell

Allow Shift-Any-Time
(* "swim" ability, etc.)



Our favorite SR code? The one that lets you shift at any time. Sure, the refill health cheat will come in handy—but jumping back and forth between planes of existence can save you buttloads of time. It's a helluva fast commute.

RE-VOLT

Unlock Everything Cheats

Everything this game has to offer in the way of unlockable goodies can be accessed merely by entering a few names. To enter cheats that can open all the tracks, all the cars and more, start a race—and at the name entry screen, input the following codes. To enter more than one cheat, press END after entering each one and you can back out and enter another.

CARTOON All cars

TRACTION All tracks

GOATY Edit Progress Table

YUEFO Enable UFO



With the right code, you can pull any car you want off the shelf—even at the game's start!

PROGRESS TABLE					
NAME	TYPE	CLASS	LEVEL	SPD	ACCEL
PAUSE	MAIN	STANDARD	1	100	100
SUPER	MAIN	STANDARD	1	100	100
WILD	MAIN	STANDARD	1	100	100
SHOOT	MAIN	STANDARD	1	100	100
DRAKONUS	MAIN	STANDARD	1	100	100
CULT OF THE WYRM	MAIN	STANDARD	1	100	100
SUPER MAGNETIC NEO	MAIN	STANDARD	1	100	100
FLAG TO FLAG	MAIN	STANDARD	1	100	100
MDK 2	MAIN	STANDARD	1	100	100
GRAND THEFT AUTO 2	MAIN	STANDARD	1	100	100
WILD METAL	MAIN	STANDARD	1	100	100
NBA SHOWTIME:	MAIN	STANDARD	1	100	100
NBA ON NBC	MAIN	STANDARD	1	100	100

The Edit Progress Table cheat lets you access the Progress Table on the Main Menu and manually check off each race you've "won." Save it to your VMU and impress your friends.

THIS MONTH

NOAH MASSEY gives it up

Legacy Of Kain:
Soul Reaver

116

Drakonus:

Cult Of The Wurm

Super Magnetic Neo

Flag to Flag

MDK 2

117

Grand Theft Auto 2

Wild Metal

NBA Showtime:

NBA on NBC

118



DRACONUS: CULT OF THE WYRM

"Make The Game A Snap!" Codes

Now, this is cheating! We've got the exclusive on all the codes you need to finish Draconus—including a level skip, a refill health code and a Super code that enables you to kill every enemy with one blow. Here's the trick: before you enter any cheats during gameplay, you must enter a master code that "enables" the whole set.

To enter the master code, press **△ + Y + Z + L + R** at the Title screen that says "Press Start." If it's done correctly, you will skip the intro movie and emerge at the Main Menu. Now, start a game and



After you enter the Super code, you'll notice that every slice you take at a baddie will cause 50,000 points of damage!

during gameplay press the **START** button to pause the game. Then press any of the following button combinations to activate the desired cheat. Once you best a level and move on to the next (or whenever you use the level select), you will need to re-enter your cheats.

Super Code

△ + L + R + ▲

Level Skip

△ + L + R + □

Regain Health

△ + L + R + △



Enter the master code for enabling cheats at the Title screen—before inputting any codes during gameplay.

SUPER MAGNETIC NEO

Unlocking The Furniture

There are apparently no real cheats for this charming platformer, but we have got the scoop on the exact order in which you can unlock the furniture in Neo's room. It's unlocked in a strict sequence, regardless of the level you're on. For example, if you've fulfilled all three objectives in level 4-4, you'll unlock the same piece of furniture that you'd get on level 1-1 (if it's your first piece). So here's how it all goes:

1. fan
2. fancy chest
3. exotic plant
4. study desk
5. chair
6. rug
7. side table
8. cheap cabinet
9. books and puzzle
10. mini audio system
11. computer
12. nice seat
13. desk lamp
14. freezer
15. fish and bowl set
16. famous art print



How To Furnish a House Without Darkening IKEA's Doorstep: Play Neo, and unlock everything you need! Unfortunately, you can't cheat at this game—that is, unless you've got a GameShark.



FLAG TO FLAG

Mess With The Weather

If you want to add a little variety to the weather in Flag to Flag (or take complete control of it because you've always fancied yourself a burly Thorty), these



two codes will help you do it. Both are entered at the Track Selection screen in Arcade Mode; while choosing the track you wish to race on, just press and hold the following button combinations to get the desired effect—and continue to hold them down until the track finishes loading. If you've entered a code correctly, the effect should be apparent as soon as you've started the race.

Rainy Weather

△ + L + □

Weather Never Changes

△ + L + ▲

MDK 2

Some Silly Stuff

Sorry, but no cheats for invincibility exist. This game just isn't going to get easier—you pretty much have to stop eating, peeing, and sleeping in order to finish it. But we can help you make it look even nicer...

Slow Motion

While playing as Max, press and hold the **L button** (de-select any weapons or conserve ammo) and press **▲ + ▲ + ▲**. A message will appear if you did it right that says that the Slow Motion Mode is activated—and for a short time, everything will move very slowly. Mmmmm, The Matrix.

Kurt In His Underwear

Hold the **△ + L + R** buttons while you press **△ + L + R + □** at the main menu and when you load a level or start from the beginning of the game Kurt will be in his underwear and fire bullets out his index finger.

Panning Camera

If you want to make it nearly impossible to control the game (and pause gameplay altogether), press and hold **△ + L + R + □** and then press **△ + L + R + □**. When you return to the game, the camera will pan all around your character (depending on where your character is in the environment).



Are these boxers, briefs or both? Here's the real Kurt, as seen by the Panning Camera. Warning: this perspective makes a tough game impossible. Just re-enter the code to reverse the effect and go back to the normal camera.

writing or graphics to mess up your view of the paused action. Also typically of DC titles, you can insert your MDK2 game disc into a PC and see all kinds of artwork while you listen to a variety of the game's sound effects—including some great MP3 blooper tracks. All this is found in the "mdk2" directory.

GRAND THEE AUTO 2

Criminal Cheats

Since this game is already about being a criminal, you might as well cheat your way through it—and we've pulled together all the cheats you need to blow right through it. There's even a cheat to get rid of the cops all together (don't we wish it was real)? All the cheats are entered at the menu where you enter your name, after you've selected New Game from the Main Menu. Press the **B** button before you enter each new cheat.



Start with \$500,000

MUCHCASH

Start with \$9,999,999

ULTIMATE

99 Lives

BIGCATS

All Weapons

BIGGUNS

All Levels

SESAME

Unlimited Energy

INFINITY

No Police

LAWLESS

5X Multiplier

BOYAKASH



Maximum Wanted Level
BADBOYZ

Maximum Respect For All Gangs
ALLFREND

Unlimited Double Damage Power-up
DBLWAMMYY

Unlimited Invisibility Power-up
SCO0BYDOO

Unlimited Electro Gun
BIGFRIES

Unlimited Flame Thrower
TOASTIES

Have same weapons after losing life
LOSTTOYS

Gore Mode
WOUNDED

Elvis Pedestrians
ERRHUH

WILD METAL

Wild Cheats

Now that you're armed with some codes, beating Wild Metal should be no trouble at all. All of the cheats are entered during gameplay (do NOT pause), and the effect will be dramatic if you get the code right.



Invincibility
○, □, ○, △, ○, □

Maximum Health
Down, Down, □, □, □, □

All Weapons
○, □, △, ▲, ○, □, △

Friendly AI Units
○, □, ○, △, ○, □, △

Boost
△, □, △, □, ▢, □

Show All Token Locations
○, □, ▢, □, ▢, □, ▢

NBA SHOWTIME: NBA ON NBC

So Many Cheats, So Little Time

Those of you who have ever entered a code into any of the NBA Jams, NFL Blitz or any of the Mortal Kombat games should be familiar with the following cheats for NBA Showtime: NBA On NBC. All of them are entered at the "Tonight's Match-Up" screen you see after you've chosen your team and are about to begin a match. The cheats are input by pressing the Turbo, Shoot and Pass buttons a specific number of times, each of which changes the icons at the bottom of the screen. After you've hit buttons in the requisite sequence, press the D-pad in a specified direction and the activated cheat's name will be displayed onscreen.

The numbers printed below each cheat refer to the number of times

you'll need to press each different button. The first number represents the Turbo button, the second represents the Shoot button and the third represents the Pass button. So, for example, to enter the Fog cheat, you'll press Turbo, Shoot, Shoot, Pass, Pass, Pass—and then press the D-pad Up.



Be quick when you enter the codes, as the "Tonight's Match-Up" screen won't stay up forever.

ABA Ball 2-3-2 ↗	Midway Uniform 4-0-1 ↗	Show Shot Percentage 0-0-1 ↓
Alternate Uniform 4-0-0 ↗	Night fog ** 1-2-3 ↘	Snow ** 1-2-1 ↗
Away Uniform 4-2-0 ↗	No Goaltending 5-5-5 ↗	Swamp Fog ** 1-2-3 ↗
Big Heads 2-0-0 ↗	No Hotspots * 2-0-1 ★	Team Uniform * 4-0-1 ↗
Blizzard 1-3-1 ↗	No Replays 3-3-1 ↗	Thick Fog ** 1-2-3 ↗
Fog ** 1-2-3 ↑	No Tip Off 4-4-4 ★	Tiny Players 3-4-5 ↗
Home Uniform 4-1-0 ↗	Rain 1-4-1 ↗	Tournament Mode 1-1-1 ↓
Hotspots 1-0-0 ↓		

*Both teams must agree on cheat when playing a two-player game. **Affects outdoor courts only.

Hidden Courts

Finally, there are some secret courts hidden within the game. To play on any of them, press and hold one of the button combinations from the list below, right after you've chosen your team and player. Continue to hold the button combination until the match begins—when it does, you should be playing in the court you've selected.

Island Court
□ + TURBO

Midway court
△ + SHOOT + PASS

NBC court
□ + SHOOT + PASS

Team 1 [Left]
△ + TURBO

Team 2 [Right]
△ + TURBO

Sweet court
□ - TURBO



code
breakers

tips

tricks

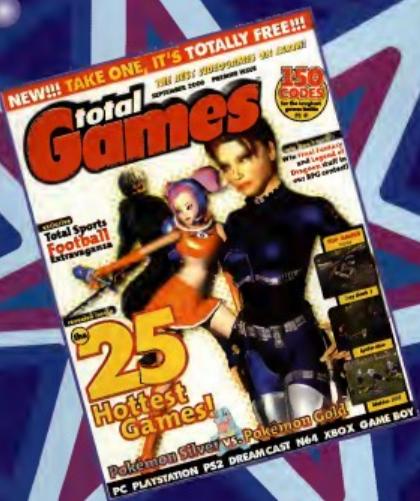
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MEDIA WITH PASSION

Parting Shots

An exclusive sneak peek inside ODCM HQ during deadline (hint: better get a tissue)

WEEK ONE

Chris' obsession with Texas Toast at Skirler has reached new heights. In between bouts of Street Fighter 3, Third Strike and editing copy, he manages to coax Even (the staff vegetarian) into joining him at the local family steakhouse and salad bar. We expect Even to be receiving a promotion sometime soon.



Even & Chris "do" lunch at Skirler

WEEK TWO

Our intern of the issue, Marie, has spent an awful morning trying to weather the perils of San Francisco's less-than-game-of-the-months-public-transit system. After catching a shuttle to the office and getting stuck at the terminal only



Marie: ODCM's cute female Intern of the month!

to be accosted by lonely bus drivers, she's convinced that she must have bad karma to deserve such a Kafka-esque morning. Dina took notes.

WEEK THREE

Things begin to slowly unravel around the office. Dina and Dan have begun coming in at weird hours and napping strategically;

Dave is still clinging The Matrix as inspiration for his designs; Chris finally gets new tires for his car (his baby thanks him); even Evan has begun to do some actual work. This is the beginning of the end, though, because we'll either bring us closer together as a team, or drive us to the brink of insanity. Or maybe we just need that of a movie poster somewhere during a lunch break. But it's nice to know that if we are indeed driving to the Brink of Insanity™, it'll be on brand new tires. Thanks, Chris.



Your desktop is a reflection of your state of mind. This is Chris.

WEEK FOUR

Deadlines...we hate 'em. But our waistlines hate them much more. After spending the past two weeks glued to our monitors, typing copy, editing copy,

and designing pages on a strict diet of free bagel, granola, dried fruit, and Extra Value meals from Mickey D's (it's 9, 2 and 3—that's a Quarter plain with cheese, for Dan), we're not in any shape to carry out our plans to form a boyband. Dave battles the gut quotient by feeding on fruit, cottage cheese and diet soda—but then, he actually seems to ENJOY that stuff, so we can hardly call that a right. God help us all...next issue could be filled with edutainment titles featuring the Olsen twins.



A typical videogame journeymen's lunch photo - NOT!

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Even: *Final Fantasy VII*, *StarCraft*

Christophe: *Kung-fu Kung-fu*, *StarCraft*

Marc: *Super Mario 64*, *StarCraft*, *Final Fantasy VII*

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steering
bearing



DRIVIN' TO THE BRINK OF INSANITY.



AIR TIGHT CAP

FROM PUMP
A = PRESSURE 2 LBS

The V2 logo consists of a stylized yellow 'V' shape on a black background, enclosed in a white border. To the right of the 'V' is a small vertical text area containing the word 'V2' and the number '2000'.

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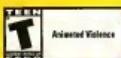
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